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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



8TH DOCTOR
1996

EXPANDED UNIVERSE SOURCEBOOK VOL.1

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

First edition published April 2023

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



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



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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. 60 years later, we've seen 26 seasons of the original series, thirteen and counting 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, webcasts 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. And because these are companions to 1st Edition sourcebooks, they will use 1st Edition rules as well.

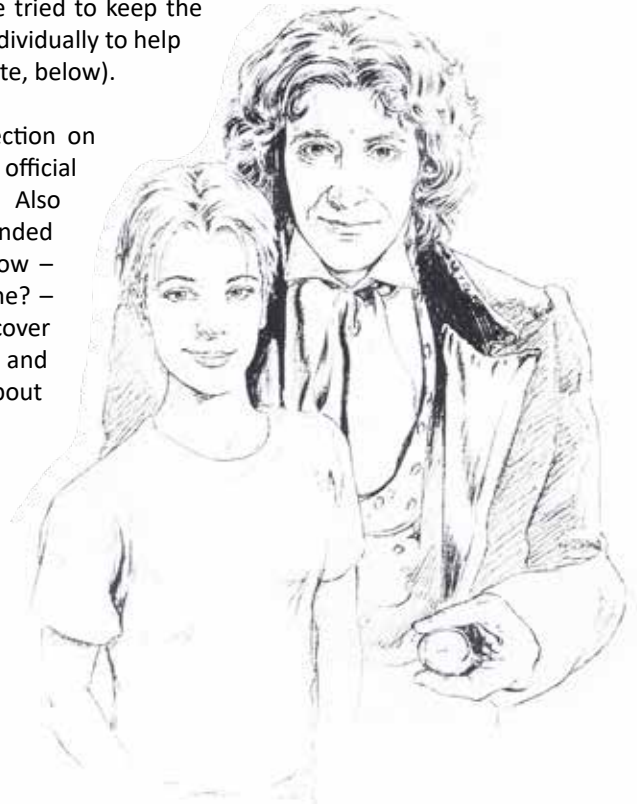
In the pages ahead, you will find companions that were never seen on television, monsters you might only have been able to read about, places to visit, and artefacts to discover, all from books, audios and comics based on the Eighth Doctor's adventures. Now, the Eighth Doctor was a very busy Time Lord, and putting all of his extracanon adventures in the same book would be a difficult endeavour. So we've divided them across three volumes. Before you is volume 1, which covers all his adventures before meeting Charlie Pollard. This means this book is mostly concerned with the BBC's long-running series of Eight Doctor Adventures novels. Volume 2 will cover his stories from Charlie onward, while his participation in the Time War will be covered in a third volume, along with the War Doctor's.

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 the Doctor destroy Gallifrey the *first* time? – 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 life in the first place.

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

TV Movie: The Doctor's Eighth incarnation fights the resurrected Master at the turn of the Millennium.

The Eight Doctors: The Doctor meets Sam Jones as he attempts to regain his memory.

Bounty: The Doctor brings Sam to the Seychelles where alien bounty hunters await.

The People's Temple: The time travellers visit Stonehenge during its construction.

The Scent of Blood: The Doctor joins journalist James MacFarlane on the trail of vampires.

The Body Politic: While taking a three-year break from travelling with Sam, the Doctor returns to take Grace Holloway on a trip in the TARDIS.

Dreadnought: The Doctor saves new companion Stacy Townsend from advanced Cybermen.

Descendance/Ascendance: The Doctor and Stacy visit Mars and leave with Ice Warrior Ssard.

Perceptions/Coda: The TARDIS crew save stranded horse-like aliens from mysterious shapeshifters in Victorian London. Some months after this, Stacy and Ssard become a couple and leave the TARDIS to settle down together.

DWM – Endgame: The Doctor saves Stockbridge from the Toymaker alongside new companion Izzy Sinclair.

The Keep: The TARDIS receives an SOS from far-future Earth.

Fire and Brimstone: The Doctor and Izzy uncover a Dalek plot to invade the multiverse via a living sun.

Tooth and Claw: The TARDIS is called to an island where paranoid socialites are being preyed upon.

The Final Chapter: Fey-Truscott Sade joins the TARDIS on a trip to Gallifrey, where a secret society of Time Lords has seemingly erased the Doctor's existence.

Wormwood: The TARDIS arrives on the moon for a final confrontation with the mysterious Threshold.

Happy Deathday: It's game over when the first eight Doctors are cornered by the Beige Guardian.

The Fallen: The events of the Doctor's regeneration come back to haunt him as he unexpectedly meets Grace once again.

The Road to Hell: The Doctor encounters alien scholars interfering with the politics of 17th-Century Japan.

The Company of Thieves: Kroton the Cyberman joins the TARDIS crew.

The Glorious Dead: The Doctor battles the Master with the entire multiverse at stake. Kroton departs the TARDIS.

The Autonomy Bug: Izzy and the Doctor investigate malpractice at a robot mental asylum.

Izzy's Story: Izzy tries to find the most dangerous comic book in history.

Ophidius: A colossal spacecraft contains myriad odd dangers, including the fishy alien Destrii, who trades bodies with Izzy.

The Way of All Flesh: Izzy, adjusting to being trapped in Destrii's body, and the Doctor foil an alien invasion on Dia De Los Muertos.

Children of the Revolution: The TARDIS crew are caught in a conflict between humans and friendly, humanised Daleks from the Doctor's past.

Uroboros: Izzy's kidnapping leads the Doctor and Fey to discover more about Ophidius.

Oblivion: Politics on Destrii's homeworld spell danger for her and Izzy, both trapped in each other's bodies. Izzy regains her body and leaves the TARDIS.

Where Nobody Knows Your Name: Feeling lonely, the Doctor and an old friend unknowingly cross paths.

Doctor Who and the Nightmare Game: A football team's poor performance hides a sinister plot.

The Power of Thoueris!: The Doctor's Ancient Egypt holiday is interrupted by an Osiran awoken from the River Nile.

The Curious Tale of Spring-Heeled Jack: The Doctor tries to save a young Victorian woman from a crazed alien hunter.

The Dying Days: The Doctor, the Brigadier and Bernice Summerfield fight an Ice Warrior invasion.

The Land of Happy Endings: Dr. Who and his grandchildren foil a sneaky plot on the planet Darbodia, where good dreams come to an end.

Benny's Story: Bernice is tasked with finding a TARDIS key.

Bad Blood: Reunited with Destrii, the Doctor battles a fellow time traveller's plotting amid Native American and US army conflict.

Sins of the Fathers: A generous space hospital hides an old, dark secret.

The Flood: Advanced Cybermen from the far-future launch a full-scale invasion on 2005 London. Under unknown circumstances following this, Destrii leaves the TARDIS.

Rip Tide: Something is found in the sea near a Cornish village.

The Eye of the Tyger: The Doctor goes to a colony ship orbiting a black hole to find a cure to his companion's Tyger fever.

Spore: The Doctor and the U.S. military combat a pathogen that once attacked Gallifrey.

Organism 96: The Doctor tangles with a creature created by the Soviets.

Vampire Science: Sam Jones rejoins the Doctor as vampires descend on the Earth.

The Bodysnatchers: The Doctor and Sam encounter Zygons in Victorian London.

Genocide: The Doctor and Sam team up with Jo Grant to prevent a change in Earth's prehistory.

War of the Daleks: The Thals try to turn Davros into a weapon against the Daleks.

Alien Bodies: Faction Paradox is introduced as various powers take part in an auction for a powerful "Relic".

Kursaal: The TARDIS lands on a planet where eco-terrorists fight to save an ancient wolf-like race.

Option Lock: The Doctor and Sam run afoul of a secret society that may cause the end of the world.



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Dead Time: The TARDIS crash-lands on a freezing world of utter darkness and whispering creatures.

Longest Day: The Doctor and Sam find themselves on a patchwork planet ravaged by colliding time fields. Sam is taken away by Anstaar.

Legacy of the Daleks: The Doctor tries to find Sam and Susan, both missing, in post-Dalek Invasion England.

Dreamstone Moon: Sam finds herself on the embattled Dreamstone Moon.

Seeing I: The Doctor gets embroiled in a nefarious corporation's plot and is reunited with Sam, for whom 4 years have passed.

Placebo Effect: The Wirrn invade during the Intergalactic Olympic Games.

Vanderdecken's Children: The Doctor and Sam explore a derelict, haunted spaceship.

The Scarlet Empress: Iris Wildthyme tries to obtain the magical power of planet Hyspero's ruling class.

The Janus Conjunction: The TARDIS lands on a mysterious planet, Janus Prime, where colonists are at war.

Beltempest: The Doctor and Sam contend with a suicide cult in a doomed system.

The Face-Eater: A being from legend is killing colonists and natives alike on Proxima II.

The Taint: The Doctor and Sam meet a group of people who claim to have been possessed by the Devil. Fitz joins the TARDIS crew.

Femme Fatale: The TARDISers find a newly-regenerated Iris Wildthyme hanging out with Andy Warhol.

Demontage: The TARDIS lands on Vega Station and all hell breaks loose.

Revolution Man: The Doctor and his friends must deal with an alien drug that gives a man dangerous powers.

Dominion: Lost in a Swedish forest, the Doctor tangles with the Bane (no, not that one).

Unnatural History: San Francisco becomes a city of paradoxes and the Doctor learns there's more to Sam than meets the eye.

Autumn Mist: The TARDIS lands at the Battle of the Bulge.

Interference Books 1 and 2: The Eighth and Third Doctors, Sam, Fitz and Sarah Jane Smith fight Faction Paradox. Sam leaves the TARDIS. Fitz joins the other side, but his re-remembered self rejoins the Doctor, along with a new companion called Compassion.

The Blue Angel: The TARDIS lands in the Enclave, a pocket galaxy on the verge of war.

The Taking of Planet 5: The Doctor encounters creatures who have evolved to prey on the Fendahl.

Frontier Worlds: On the planet Drebnar, a corporation thinks it can exploit a plant-like entity.

Parallel 59: The Doctor is forced to take part in a weapons race.

The Shadows of Avalon: The Brigadier wages war in the Avalon dimension. The TARDIS lost, Compassion evolves into a sentient TARDIS. Romana III is now War Queen of Gallifrey.

The Fall of Yquatine: The Doctor and his friends are separated on a planet that has only a month to live.

Coldheart: The TARDISers land on a dangerous planet packed with ice.

The Space Age: The Doctor and his friends visit a city modelled on how the 1960s saw the future.

The Banquo Legacy: 19th-Century experiments in the science of the mind attract the Doctor's attention.

The Ancestor Cell: In battle with the Time Lords and Faction Paradox, the Doctor's TARDIS returns and collapses into a small cube, and the Doctor is forced to destroy Romana III's Gallifrey, leaving him an amnesiac.

The Burning: Now companionless and on the slow path, the amnesiac Doctor investigates a fire elemental in the 19th Century.

Casualties of War: The Doctor investigates dark forces at the end of the First World War.

Wolfsbane: The Eighth and Fourth Doctors' paths intersect in 1936.

The Turing Test: With the help of Alan Turing, the Doctor investigates a mystery at the tail end of the Second World War.

Endgame: The still amnesiac Doctor gets embroiled in Cold War skulduggery.

Father Time: The Doctor is raising an adopted daughter when an intergalactic war encroaches on 1980s Earth.

Escape Velocity: As aliens interfere in a corporate space race, the Doctor partially regains his memory and is reunited with Fitz, the TARDIS finally regenerates, and Anji Kapoor becomes the latest companion.

EarthWorld: The TARDIS lands on a futuristic theme park based on different eras of Earth history.

Fear Itself: The TARDIS crew deal with a fear virus on a 22nd-Century space station.

Vanishing Point: The Doctor and his friends find themselves on a religious planet at the far end of the universe.

Eater of Wasps: In a 1930s English village, the Doctor tangles with a temporal hit squad and killer wasps.

The Year of Intelligent Tigers: The Doctor, Fitz and Anji finds themselves in the middle of a conflict between human colonists and native tigers.

The Caterpillar Room: The Doctor and friends return to the tigers' planet of Hitchemus a hundred years later.

The Slow Empire: The TARDIS crew finds itself in a relatively low-tech interstellar empire.

Dark Progeny: The Doctor and his friends fall under suspicion when the terraforming of Ceres Alpha goes awry.

The City of the Dead: The TARDISers are being tracked by a strange force in 21st-Century New Orleans.

Grimm Reality: The TARDIS lands in the World of Wishes.

The Adventuress of Henrietta Street: Sabbath attempts to bind the Eighth Doctor to Earth in a wedding ceremony, which takes away one of his hearts.

Mad Dogs and Englishmen: A cult classic book has been rewritten and the Doctor must now prevent a bloodbath on a poodle planet.

Hope: Then Doctor tracks a killer cult on a dystopian planet.

Anachrophobia: The TARDIS lands in the middle of the Clock People's temporal attack on a human colony.

Fallen Gods: In 2000 BC, the Doctor tries to befriend a powerful girl who could prove dangerous.

Trading Futures: In a bid to prevent a war between super-powers in the 21st Century, the Doctor offers them time travel.

The Book of the Still: The Unnoticed get noticed by a powerful book and go on a murderous rampage, which the Doctor must stop.

The Crooked World: The TARDIS lands on a cartoon world.

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History 101: The Doctor and his friends find themselves in the Spanish Civil War.

Camera Obscura: The TARDISers fight another threat to time at Sabbath's behest. The Doctor starts re-growing his second heart.

Fitz's Story: The Doctor and Fitz investigate a defence contractor that may be more dangerous than the alien invasions against which it protects.

Time Zero: The Doctor investigates strange happenings at a Siberian institute. Con artist Trix stows away on the TARDIS.

The Infinity Race: The Doctor tracks Sabbath to an intergalactic boat race.

The Domino Effect: The Doctor meets the Sabbath of an alternate reality.

Reckless Engineering: The TARDIS crew must deal with the splintering of reality in the wake of Sabbath's machinations.

The Last Resort: On an alternative Earth, a resort tries to sell periods of human history as holiday destinations.

Timeless: The Doctor and his friends save the multiverse from total collapse. Anji leaves the TARDIS and Trix is officially welcomed aboard.

Emotional Chemistry: The Doctor unravels a mystery centred on Russia, spanning three eras.

Sometime Never...: The Doctor is briefly reunited with his adopted daughter as he faces the Council of Eight, who replaced the Time Lords after Gallifrey's destruction.

Halflife: The TARDIS answers a distress call from the Earth colony Espero, where Fitz regains some lost memories.

The Tomorrow Windows: The Doctor, Fitz and Trix investigate the destruction of an art exhibition that showed you the future.

The Sleep of Reason: The Doctor is institutionalised and meets a woman with prophetic nightmares.

The Deadstone Memorial: The Doctor deals with an interdimensional alien released into our world by dreams

To the Slaughter: The Solar System is set to be redecorated, with destructive results.

The Gallifrey Chronicles: The Doctor is confronted by the original owner of the TARDIS, the Vore attack the Earth, and events move towards the restoration both of Gallifrey and of the Doctor's memories.

We Can't Stop What's Coming: Fitz, Trix, and the Doctor stumble across the manufacturing of some of the first weapons to be used in time-based warfare. (Fitz and Trix leave at some point after this.)

The Elixir of Doom: Jo Grant and Iris Wildthyme cross paths with the Doctor in 1930s Hollywood.

The Code of Flesh: The Doctor helps journalist James MacFarlane on another case, this time in Cardiff.

Mary's Story: The Doctor meets Mary Shelley and she becomes his companion.

The Silver Turk: The Doctor and Mary find a Cyberman in 19th-Century Vienna.

The Witch from the Well: To investigate a monster, the Doctor and Mary tangle with a witch finder in the 1650s.

Army of Death: On Mary Shelley's last adventure before being returned home, she and the Doctor visit citystates in conflict on the frontier world Draxine.

(The Return to) Shada: In one timeline, it's up to the Eighth Doctor and President Romana to stop Skagra.

The Time Lord's Story: When they return from that mission, they uncover

a Time Lord's plot to give himself unlimited regenerations.

The Infinity Doctors: In an alternate timeline, the Eighth Doctor comes out of quiet retirement to protect Gallifrey from Omega's return.



COMPANIONS

ANJI KAPOOR *(1st in Escape Velocity)*

Anji Kapoor was born in Yorkshire in 1973. She is a third generation British-Asian with mixed Indian and Pakistani heritage. Anji left home at the age of seventeen to get away from her family's old-fashioned attitude towards women. During her studies, she spent a year in Boston and then moved back to London, where she became a futures trader in the City. Anji loves her job, which she largely sees as keeping on top of the data and extrapolating trends.

Anji and her boyfriend Dave Young (see A35) met Fitz Kreiner (see A10) in Brussels in 2001 while they were on a city break. Fitz introduced them to the Doctor and they became involved in helping him defeat an attempted invasion of Earth by the Kulan (see V87). Dave and Anji's relationship had fallen into a rut, and they had realised they were metamorphosing into a parody of a married couple long before their time. Anji didn't share Dave's interest in science fiction, and while she craved travel, he had his eyes on the impractical dream of space tourism. Although she had seen quite a lot of Europe and North America, Anji wanted to go somewhere truly different. Ironically, she only joined the TARDIS crew by accident, after the Doctor promised to return her home but failed.


Anji is slim and attractive, with her dark hair worn in a bob. When she first started travelling with the Doctor, she was used to wearing designer clothing and high-heeled shoes, but soon replaced these with more practical attire. Anji is fairly athletic, keeping fit with aerobics and running. At university, she took rape defence classes.

Most of Anji's friends and colleagues in the City are motivated by money. When she had first gone into the City, it had been the challenge of the job itself. But as her career progressed, money had become a more important motivation. More recently though, she has realised that there are limits to how much you can get from just owning things. Nevertheless, it has been Anji's salary that has supported both her and Dave, and paid for her luxury apartment. Anji had a Hindu upbringing, but she isn't particularly religious and has a more rational outlook on the universe. To her, a problem is something that needs solving, and Anji prides herself on coming up with calm, logical solutions. She has a fear of rats and of teleportation, believing it to be a form of death (as the technology often involves destroying the original body and creating another elsewhere).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Tragically, Dave was killed during the Kulan invasion. Although the couple had been going through a rough

ANJI KAPOOR



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

SKILLS

Athletics 3, Convince 3, Fighting 2, Knowledge 3 (AoE: Financial Markets), Marksman 1, Medicine 2, Subterfuge 2, Technology 1, Transport 2

TRAITS

Argumentative
Brave
Emotional Complication (Major) – Dave's death preys on Anji's mind (see A13)
Linguist (Minor) – Hindi and French; she later learns Catalan
Phobia – Murophobia (fear of rats)
Phobia – Teleportaphobia (fear of transmats and teleportation)
Run for Your Life!
Attractive
Face in the Crowd
Wealthy (Minor)

EQUIPMENT

TARDIS key, Psion personal organiser, mobile phone, rape alarm, various 19th and 20th Century coins (mainly British and American).

TECH LEVEL: 5
STORY POINTS: 12

patch in their relationship and Anji was even planning on breaking up with Dave, they had been together for five years, and Anji struggled to come to terms with his death. During her travels in the TARDIS, Anji's grief led to her giving away the TARDIS's secrets in exchange for having a clone of Dave created in the far future society of Hope.

Anji eventually returned home when she became legal guardian of Chloe (see A32), a refugee from the destruction of Gallifrey. Anji funds their lifestyle with investments using future market data provided by Trix MacMillan (see A22).



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BRIDADIER SIR ALISTAIR GORDON LETHBRIDGE-STEWART

(The Dying Days, The Shadows of Avalon)

Although he had officially retired from UNIT years before, Brigadier Lethbridge-Stewart continued to be called upon for his experience and assistance well into the 21st Century. In 1997, he and the Eighth Doctor managed to prevent an invasion of Great Britain by the Ice Warriors, as a result of which Lethbridge-Stewart was promoted to the rank of General. However, having been known as the Brigadier for almost three decades, he insisting on continuing to be addressed by his old rank. A little later, he was knighted for his services to his country, becoming Sir Alistair.

Although Lethbridge-Stewart had been estranged from his daughter, Kate, for many years, the two had a reconciliation following the resurgence of the Great Intelligence and the Yeti in the mid-1990s (see *The Second Doctor Expanded Universe Sourcebook*). The Brigadier was immensely proud when Kate joined UNIT, and mentored her.

Over the subsequent years, Lethbridge-Stewart has bumped into several incarnations of the Doctor. In 1999, he enlisted the Fifth Doctor to help fight off the Jex (see *The Fifth Doctor Expanded Universe Sourcebook*). It was the Sixth Doctor he met during the Lanyon Moor incident in 2000 (see *The Sixth Doctor Expanded Universe Sourcebook*), and again in 2001 while investigating the possible survival of Adolf Hitler (*ibid*). A couple of years later, he unexpectedly encountered the Eighth Doctor again while undercover in the newly formed state of Malebolgia in the USA (see *Volume 2*). In 2007, he helped the Tenth Doctor against the Harpies (see *The Tenth Doctor Expanded Universe Sourcebook*).

By now, Sir Alistair was in his late seventies. Age had taken its toll and he was no longer the man of action of his earlier years. By the time he assisted Sarah Jane Smith against the Bane in 2009 (see *The Sarah Jane Adventures: Enemy of the Bane*), Lethbridge-Stewart was walking with a stick – but one which hid a surprise. The walking stick has been custom-built to contain a concealed gun capable of despatching an enemy!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It was not long after this that Sir Alistair was diagnosed with a terminal illness. By the time the Seventh Doctor invited him to the wedding of Bernice Summerfield (see *The Seventh Doctor Expanded Universe Sourcebook Volume 2*), he had only weeks to live. A side effect of the powers of the Timewyrm (see *The Seventh Doctor Expanded Universe Sourcebook Volume 1*) saw Lethbridge-Stewart cured and rejuvenated back to the prime of his life. This was doubtless a shock both for him and his wife, Doris (now Lady Lethbridge-Stewart), but the two remained devoted to each other.

Tragically, Doris was drowned in a boating accident a year or so later. Sir Alistair was reunited with the Eighth Doctor when he unexpectedly found himself transported into the dimension of Avalon (see *L7*), and he decided to remain there as a Knight of Brigida

SIR ALISTAIR



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

SKILLS

Convince 5, Fighting 1, Knowledge 4 (Areas of Expertise: Military Tactics, The British Government, UNIT), Marksman 3, Medicine 1, Science 1, Subterfuge 3, Survival 3, Technology 2, Transport 3

TRAITS

Brave
Devotion – Doris
Experienced
Five Rounds Rapid
Friends (Major) – UNIT
Indomitable
Insatiable Curiosity
Slow (Minor)
Tough
UNIT Veteran
Voice of Authority

EQUIPMENT

Walking Stick Gun: 6(3/6/9) damage

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

serving Queen Mab. Sir Alistair remained in Avalon for twenty years as time passes there, even marrying again. After returning to Earth, he spent his twilight years in a nursing home and died in bed waiting for the Doctor's next visit.

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COMPASSION *(1st in Interference)*

Laura Tobin was a member of the Remote (see V119), human-descended associates of Faction Paradox (see V50), from the colony world of Anathema (see L5). As the Remote are sterile, they reproduce by means of “remembrance tanks”, in which dead Remote are recreated from biomass and are based on their friends’ memories of them. The Laura Tobin that the 8th Doctor and Fitz Kreiner (see A10) travelled with was therefore a five-generations-removed copy of the original, who was a native of Ordifica. Fitz called her “Compassion” as a wry comment on her personality and the nickname stuck. She joined the TARDIS crew after Anathema was evacuated, leaving her homeless.

The Remote culture is obsessed with radio signals which each citizen receives directly into their brainstem via an earpiece. Like her fellow Remote, Compassion habitually wears such a receiver. Shortly after she started travelling with the Doctor, he secretly adjusted her earpiece to protect her against harmful signals, restricting it to receiving broadcasts only from his TARDIS. An unseen side effect of this was that the TARDIS began modifying Compassion’s biodata (see G17) using Block Transfer Computations. She soon showed signs of having higher strength and greater resistance to injury than before. Without anybody realising it, Compassion had started to undergo imperceptible physical changes which culminated in her evolution into a sentient humanoid TARDIS, the first (and only) Type 102, as first became apparent when she dematerialised after falling off a tall building.

Until her transformation, Compassion has red hair, freckles and hamster-cheeks. In his non-PC way, Fitz considers her to be rather plain, but with enough “curves” to make her interesting. She usually dresses in combat fatigues. Compassion is rather moody and doesn’t hide her boredom or irritation with others. She often finds Fitz to be annoying and doesn’t really grasp the concept of “friends”. As a result of the changes to her biodata, she is becoming frighteningly strong.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Following her transformation into a sentient TARDIS, Compassion was pursued by the Time Lords as they wanted to use her to breed more of her kind in preparation for the coming war with the Enemy. As the Doctor’s TARDIS had apparently been destroyed at that time, the Doctor and Fitz also went on the run inside her. The Doctor fitted a randomiser in Compassion against her will, but she later managed to remove it. While installed, Compassion suffers a -8 penalty on attempts to navigate to any particular destination. Ultimately though, the Time Lords managed to locate her and draw her to Gallifrey, where they used her to breed Type 103 TARDISes. When the Doctor destroyed Gallifrey in order to prevent Faction Paradox from overrunning it, Compassion left to explore the Universe, taking the Time Lord technician Nivet with her.

Although her personality is largely still as it was when she was Laura Tobin, Compassion has picked up some of the Doctor’s

LAURA TOBIN

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

*As she begins to transform into a TARDIS, Laura’s Strength increases above this until it reaches 6.

SKILLS

Athletics 1, Fighting 1, Knowledge 2, Marksman 3, Science 1, Subterfuge 3, Technology 3 (AoE: Computers), Transport 2

TRAITS

Argumentative
Cyborg
Distinctive
Gadget – Remote Receiver (see G18)
Obsession (Major) – Monitoring signals through her earpiece
Photographic Memory

As she begins to transform into a TARDIS, Laura gains the following additional Traits:

Armour (5 points)
Feel the Turn of the Universe
Vortex

TECH LEVEL: 6

STORY POINTS: 12

morality via the TARDIS transmissions. As she has a functioning chameleon circuit, Compassion’s appearance is now a matter of personal choice. Her default appearance is similar to Laura Tobin’s, though she has darkened her hair to be less obtrusively red. She can however change her appearance completely if desired.

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As with her external appearance, Compassion's TARDIS interior can be changed at her whim and often reflects her mood. When the Doctor and Fitz first started travelling in her, much of the interior was a dark, twisted forest. She also changes the layout of the control panels in the console room from time to time depending on how helpful (or not) she wants to be. After a while, instead of a scanner, Compassion developed a way of moving her console room slightly out of phase, giving its occupants an uninterrupted 360° view of their surroundings.

How Compassion's passengers enter and exit her is a bit disconcerting. She opens up along a vertical axis running down the front of her body and her internal dimensions are visible within, with each half of her face and body on either side of the opening.

Compassion is almost indestructible. In addition to a star-busting weapons array, she could swallow an opponent either by force or by trickery, by assuming the form of a building that the victim will unwittingly enter, for example. Once inside her, they are totally within her power. She could render her interior atmosphere poisonous or a vacuum; or increase gravity or air pressure to lethal levels; remove the floors or shrink the internal dimensions; or place her interior in stasis or in a time loop; or whatever else the GM can think of. One thing that moderates her effectiveness though is her attitude. Compassion is definitely her own woman and usually does what she wants rather than what others need her to do.

PSEUDO-BIOLOGICAL OUTER SHELL [MAJOR GOOD TARDIS TRAIT]

A TARDIS with this Trait has an external appearance in the form of a moving, talking, living being, usually humanoid in form and indistinguishable from the real thing. Combined with its chameleon circuit, the TARDIS can change its appearance and gain or lose Traits such as Attractive, Distinctive, Face in the Crowd, Unattractive and even Alien Appearance at will. It may also take on a TARDIS's more traditional inanimate disguises if it or its operator so wishes. In order for operators and passengers to be able to enter or exit the TARDIS, a door opens up along a crack which appears vertically in the middle of its body, widening with each half of its humanoid face and body on either side.

This Trait reduces the TARDIS's Story Points total by 2.

COMPASSION



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

SKILLS

Convince 1, Fighting 2, Knowledge 8, Marksman 4, Medicine 1, Science 6 (AoE: Temporal Physics), Subterfuge 3, Survival 5, Technology 4 (AoE: Computers), Transport 4

TRAITS

Clairvoyance, Cyborg, Fast Healing (Major), Feel the Turn of the Universe, Immortal (Major), Natural Weapon (Minor: Electric shock – S(S/S/S) damage), Natural Weapon (Major: Artron pulse – L(4/L/L) damage), Photographic Memory, Pseudo-Biological Outer Shell, Psychic, Resourceful Pockets, Run for Your Life!, Sense of Direction, Telepathy, Vortex, **Adversary (Major: The Time Lords)**, **Argumentative**, **Code of Conduct (Minor)**, **Restriction (Special: Randomiser – While this is installed, Compassion has a -8 penalty on attempts to reach any specific destination)**

GADGET TRAITS

Delete (Compassion's array of TARDIS-, planet- and star-busting weaponry can remove just about any object from existence in one way or another), Forcefield (Special), Scan x4, Transmit

ARMOUR: 30 points

SPEED: 15 (materialised)

TECH LEVEL: 10

STORY POINTS: 20

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DESTRII (1st in Ophidius)

Destriianatos, more usually addressed as Destrii, is the daughter of the Matriax Scalamanthia of the planet Oblivion (see L76). But the Doctor and Izzy (see A12) encountered her in the alien environment that exists within Ophidius (see L79), a gigantic, biomechanical, serpentine spaceship which had swallowed her own craft. As with all the inhabitants of Oblivion, Destrii's appearance is unique. She is an amphibious humanoid with blue, scaly skin and large eyes in a fish-like face. She can breathe both air and water, but needs to submerge herself in water periodically or she begins to dehydrate.

Destrii is impulsive, a creature of instinct and action, always ready to act first and think later. She can blurt out something insulting, even offensive, without really meaning to. When the Doctor first met her, she was selfish, unprincipled and prone to violence. Destrii is a trained warrior and is extremely agile. As a distraction from her harsh life on Oblivion, she has taken an interest in Earth culture of the late 20th Century, having been able to watch Earth TV shows on her uncle Jodafra's computers (see V76). She is a particular fan of shows such as *Wonder Woman*, *Bonanza*, *Lost in Space*, *Rawhide*, *The Avengers* and the original *Star Trek* series.

Although Destrii is the Primatrix Incarnate, the daughter of the Matriax, she is resented by her mother, who is jealous of Destrii's popularity, and was raised to fight in duels to the death in the arena. Her life has been one of harsh punishment, strict training and deadly combat. At the age of eighteen, Destrii escaped in a craft built for her by Jodafra, and has been hiding out in Ophidius. When the Doctor and Izzy arrived, Destrii tricked Izzy into swapping bodies with her to evade the Ophidians and Mobox. She hoped to leave Ophidius in the TARDIS with the Doctor, but the Doctor saw through the ruse. Destrii was then apparently killed by one of the Mobox, and Izzy's body was disintegrated, leaving Izzy trapped in the body of Destrii.



Destrii using Holographic Transmitter

DESTRII

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

SKILLS

Athletics 5, Convince 3, Craft 1, Fighting 4, Knowledge 3 (AoE: Earth Pop Culture), Marksman 3, Medicine 2, Science 2, Subterfuge 3, Survival 4, Technology 2, Transport 1

TRAITS

Alien

Alien Appearance

Alien Senses – Can see beyond the normal human visible spectrum

Argumentative

Brave

Dependency (Major) – Destrii needs to periodically submerge herself in water or she takes 1 point of damage per hour

Environmental (Minor) – Amphibious

Fast Healing (Major)

Impulsive

Natural Weapons (Minor) – Claws: Strength +2 damage

Quick Reflexes

Run for Your Life!

Selfish

Tough

Wanted (Major) – The Horde

EQUIPMENT

Holographic Transmitter [Traits: Shapeshift (Minor). Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 4

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SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, Destrii had survived, the Mobox that “killed” her having retained Destrii’s pattern and reconstituted her on the surface of the Mobox homeworld, where she was left in the jungle to die.

While Izzy, distraught at her apparent predicament, left with the Doctor, Destrii realised that she could remain in hiding in the jungle, undetected in Izzy’s body. Always a creature of action, Destrii worked hard on toning her new body to the peak of physical fitness. By the time the Doctor returned some months later after Izzy had been kidnapped, Destrii had transformed herself into a “Queen of the Jungle” type figure.

The Doctor took Destrii to Oblivion with him in search of Izzy. There, he discovered that her people were the ruling families of Oblivion, who had been transformed into beast-men by a psychic gestalt called the Horde. The Horde are living generators of psychic energy, all that is left of the inhabitants of Oblivion who had been infected by a plague weapon. The Horde had transformed each member of the nobility to resemble humanoid animals, each one unique, and use them for their entertainment.

It was the Horde who kidnapped Izzy, believing her to be Destrii, and took her back to Oblivion to be forcibly married. After Destrii and Izzy were returned to their proper bodies by the Horde, Destrii killed her own mother. The Horde then chose her to be their new leader, transforming her into a psychic being like themselves. Izzy managed to persuade Destrii not to use her new powers to destroy Oblivion, and she instead reverted back to her amphibian form. While Izzy chose to return home to Stockbridge, Destrii left with her uncle Jodafra in his chronon capsule. But the next time the pair crossed paths with the Doctor, Jodafra beat his niece almost to death after she betrayed him in order to save a group of children. She was rescued and nursed back to health by the Doctor, becoming his new companion.

The Doctor believed that Destrii could be redeemed and her violent tendencies could be curtailed. While travelling with him, Destrii sometimes used a holographic projection to disguise her alien appearance and blend in with the locals, particularly when on pre-contact worlds.

The circumstances in which Destrii eventually left the Doctor are unknown, but they were presumably on good terms. Sometime later, she was one of the former companions who agreed to help the Twelfth Doctor finally take down Josiah W. Dogbolter (see *The Fifth Doctor Expanded Universe Sourcebook*). She fought and bested Dogbolter’s daughter, Berakka, in a duel. Afterwards, Destrii caught up with Izzy at Maxwell Edison’s sixtieth birthday party (*ibid*).

DESTRII (AS IZZY)

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

SKILLS

Athletics 5, Convince 3, Craft 1, Fighting 4, Knowledge 3 (AoE: Earth Pop Culture), Marksman 3, Medicine 2, Science 2, Subterfuge 3, Survival 4, Technology 2, Transport 1

TRAITS

Argumentative
Attractive
Brave
Dark Secret (Major) – She’s really Destrii’s mind in Izzy’s body
Impulsive
Run for Your Life!
Selfish
Wanted (Major) – The Horde

TECH LEVEL: 0

STORY POINTS: 4



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DR GRACE HOLLOWAY (*The Body Politic, The Fallen*)

In the final days of December 1999, cardiologist Grace Holloway caused the Time Lord known as the Doctor to regenerate into his eighth body. The pair quickly developed romantic feelings for one another, so the Doctor offered to take Grace on as a travelling companion. Grace had to refuse to focus on her career, so the pair shared a bittersweet goodbye. But of course, that's not where Grace's story ends.

The following February the Doctor returned, offering her just one small trip in his TARDIS. Grace agreed, but was quickly overwhelmed by the completely alien sights the Doctor tried to impress her with and suffered a panic attack. Despite this, she admirably fought against the Overseers (see V115). It turned out that the Doctor had taken her on this trip in part to lure out a mysterious cloaked figure who had been kidnapping his companions throughout his timestream (see *The Ninth Doctor Expanded Universe Sourcebook*). Grace's subsequent kidnap by and rescue from this figure didn't do her unadventurous streak much good, and so she returned home.

Unexpectedly, Grace encountered the Doctor about a year later, during his travels with Izzy Sinclair (see A12). When Grace had discovered residual traces of the substance the Master had spat at her on New Year's Eve, she started studying it. She didn't have the specialised knowledge to carry this out herself, and the geneticists she shared the sample with didn't take her seriously. But she was eventually approached by Professor Donald Stark of MI6 (see V35).

Grace and Stark's goal? To splice Time Lord DNA with humanity's, giving humans the ability of regeneration. Not only would this realise Grace's dream of holding back death, but she assumed it was what the Doctor was hinting at when he told her she was destined to do great things... and claimed to be half-human, because she had to rationalise that oddity somehow.

The project turned into disaster, straining her relationship with the Doctor even if they did seem to make up at the end of it all, when she was given a Stattenheim Whistle (see G19) to summon the TARDIS from anywhere in time and space. While she certainly didn't take to a life of travel, it's likely that the duo shared many more unseen meetings. Who knows, could their star-crossed love have had an even more bittersweet ending than the one on New Year's Day?

Adventure Seed: Honey, I'm Home

New Year's Eve, 2001. Grace has encountered something eerily familiar: a lot of her recent patients have had two hearts. Grace calls on the Doctor to ask why so many Time Lords are turning up in San Francisco with fatal injuries. She's surprised to see that his demeanour (and haircut!) has completely changed, even if his face remains unchanged. He informs Grace that he's had a great deal of time to think things over and decided to take up her offer of partnership, putting an end to his travels. Of course, the pull of the Time War isn't so easily escaped...

GRACE HOLLOWAY

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

SKILLS

Athletics 1, Convince 3, Craft 3, Fighting 2, Knowledge 3, Marksman 1, Medicine 5, Science 3, Subterfuge 1, Technology 3, Transport 1

TRAITS

Argumentative
Attractive
Brave
By the Book
Code of Conduct (Minor) – Hippocratic Oath
Empathic
Friends (Minor) – Medical Community
Gadget – Stattenheim Summoner (see G19)
Obligation (Minor) – Surgeon
Obsession (Minor) – Doctor first
Owed Favour (Minor) – Patron of the Arts
Quick Reflexes
Unadventurous (Minor)
Voice of Authority

EQUIPMENT

Surgeon's equipment

TECH LEVEL: 5**STORY POINTS: 12**

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

Fey Truscott-Sade *(1st in Tooth and Claw)*

Born in 1910, Fey Truscott-Sade was raised by her father after her mother died in childbirth. She grew into an unconventional member of the British upper class, preferring to dress and behave as a man. Fey was recruited by British Intelligence in 1933 and quickly gained a reputation as a highly effective field agent. She first met the Doctor in an adventure involving psychic weasels in Russell Square, at the end of which he gave Fey a Stattenheim Summoner (see *G19*) in the form of a tin whistle. When blown, it would summon the TARDIS, so she could contact the Doctor if she ever needed his assistance again.

Fey is a brave and resourceful agent of King George VI, used to working undercover and behind enemy lines. She is rather forthright in her views, and has a cut-glass accent and a stereotypically pre-War turn of phrase. Fey is tall and slim, with dark hair cut short and slicked back, and a passing resemblance to Katharine Hepburn. Fey's sexuality was initially unspoken and open to speculation. However, a passionate kiss with Izzy Sinclair (see *A12*) revealed herself to be a lesbian, or possibly bisexual.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1937, Fey was kidnapped by the Threshold (see *V139*) as part of their plans against the Doctor. They implanted a perceptual relay unit in her brain so they could spy on the Doctor, and to allow them to take control of Fey if they needed. They then wiped her memory of the incident before releasing her.

In 1939, Fey used her Stattenheim Summoner to call on the Doctor for assistance with a case she was investigating involving a vampiric spaceship. The Doctor was infected by an alien bioweapon and, to save him, Fey (under the hidden influence of the Threshold) piloted the TARDIS to Gallifrey for help. The Doctor was cured but, alongside the Matrix agent known as Shayde (see *The Fifth Doctor Expanded Universe Sourcebook*), then had to contend with the Threshold.

While the Doctor defeated the Threshold, Shayde had to battle the Pariah, a powerful prototype version of himself. Shayde was mortally injured in the struggle. Freed from the Threshold's control, Fey merged with Shayde to save his life, becoming a composite entity which the Doctor named "Feyde". Feyde has the appearance, personality and memories of Fey, but with a feminine version of Shayde's shadow-black body, complete with utility belt and vambraces. She possesses all of Shayde's powers, including those of incorporeality and teleportation. She can also manifest Shayde's handgun, which is capable of firing psychic bullets.

Shayde's consciousness resides within Feyde. Fey is normally the dominant personality, but the two have developed a sort of love-hate relationship, often mentally debating the morality and consequences of their actions. Shayde cannot understand Fey's emotions, while Fey in turn finds Shayde's cool detachment frustrating.

Fey Truscott-Sade

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

SKILLS

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

TRAITS

Attractive

Brave

Charming

Dark Secret (Major) – Unknown to Fey herself, she has a perceptual relay unit implanted in her brain, allowing the Threshold to spy on the Doctor

Enslaved – The Threshold can use the implant to take control of Fey

Eccentric (Minor) – Dresses as a man and adopts male mannerisms

Friends (Major) – Agent of the British Government

Gadget – Stattenheim Summoner (see *G19*)

Obligation (Major) – King George VI and the British Government.

Quick Reflexes

Vortex – The perceptual relay unit in Fey's brain has given her the ability to pilot the TARDIS

EQUIPMENT

Handgun: 6(3/6/9) damage

TECH LEVEL: 4

STORY POINTS: 12

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

Fey returned to Earth in 1939 to use her new-found powers to resume her duties with British Intelligence against the Nazis. She is, however, frustrated by Shayde's refusal to allow her to assassinate Adolf Hitler, due to the damage this would cause to the timelines. Shayde's mind usually operates at a more subconscious level. He is still an agent of Rassilon, so Feyde may also be required to carry out missions on behalf of the Time Lords. Feyde was later contacted by the Doctor for assistance in rescuing Izzy Sinclair after she had been kidnapped.

During the Last Great Time War, Feyde was called upon to work alongside the young War Doctor. So far as British Intelligence is concerned, Fey Truscott-Sade went missing in 1944 and is presumed to be dead. In the Time War, Feyde earned many titles, including the Silent Shadow and the Soldier of the Unknown. The Doctor believed Feyde to have been killed on the Dorian Nexus, planet of the Loshann, when she tried to rescue a child but was apparently disintegrated by the spores of the Daleks' allies, the Morlontoa.

But Feyde had teleported herself away at the last second and found herself back on Earth, in the college dormitory of her future nephew, Alexander Truscott. She was badly injured and psychologically damaged by her experiences in the Time War, particularly as the Doctor had been forced to order her to kill the native Loshann who had been mutated into monsters by the Morlontoa's spores. Having learned of the Time Lords from the delirious Fey, Alexander turned her against them and she separated Shayde's mind from her own.

Manipulated by Alexander, Fey created the Clockwork Men and planned to wipe out the Time Lords entirely. Although she was defeated by the Twelfth Doctor, Shayde was killed in the process, sacrificing his remaining energy to save Fey's life. Fey's former powers and her memories of everything that had happened to her since she first bonded with Shayde were gone. The Doctor returned Fey to Earth in 2018, leaving her in the care of the Wonderland hospital, a division of MI6 set up to deal with extraterrestrial threats. He hopes to meet Fey again one day, once she has fully recovered.



FEYDE



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

SKILLS

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

TRAITS

Alien Senses – Vortex tracking senses

Attractive

Brave

Charming

Cyborg

Dependency (Minor) – Dependent on retaining contact with the Time Lord minds within the Matrix. If this contact is broken or the Matrix is destroyed, Shayde ceases to exist and Fey reverts to her human stats (but Feyde is recreated if contact is restored).

Distinctive

Eccentric (Minor) – Dresses as a man and adopts male mannerisms

Environmental (Major) – Can survive in the cold vacuum of space and other-dimensional environments

Friends (Major) – Agent of the British Government

Immaterial (Special Good)

Invisible (Special Good)

Natural Weapon (Major) – Psychic Bullets: L(4/L/L) damage

Networked (Major) – With the Time Lord minds in the Matrix

Obligation (Major) – Feyde's duty is to the British Government; Shayde's is to Rassilon.

Quick Reflexes

Teleport

Vortex

TECH LEVEL: 4 (Fey) and 11 (Shayde)

STORY POINTS: 4

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

FITZ KREINER *(1st in The Taint)*

Fitzgerald Michael Kreiner was born in England in 1936 to a German father, Otto, and an English mother, Muriel. Otto had fled from Nazi Germany a few years before the outbreak of the Second World War but found himself persecuted in England because of his nationality. He died while Fitz was young. Muriel was thirty-eight when she had Fitz and had a history of illness. She was in and out of hospitals pretty much all of her life. When she fell ill again after the death of Otto, Fitz was placed in foster care. Although he had been born in England, Fitz was bullied by other children because of his German name.

In 1963, Fitz was twenty-seven and working in a garden centre when he met the Doctor and Sam Jones (see A18). After Fitz's mother was killed by an alien brain parasite (see V6), the Doctor offered him the chance to travel in the TARDIS with them. Fitz accepted, in part because he was mistakenly wanted for questioning by the police in connection with a death at a nightclub.

Fitz's adventures didn't get off to a particularly good start when one of the TARDIS's earliest destinations with him on board took them back to Earth in 1967. Fitz was captured by the Chinese Red Army and brainwashed. He worked for them for two years until he was rescued by the Doctor.

Fitz is tall and slim with soft, grey eyes, a long nose and dark, unkempt hair. He often wears a long coat and occasionally a wide-brimmed hat. He both drinks and smokes. Before he met the Doctor, Fitz was an occasional pub singer and guitarist, though not a particularly good one, and dreamed of becoming a pop star, even coming up with the stage name Fitz Fortune. He thinks of himself as a ladies' man, but the reality is that he's not very successful with women. Superficially cynical and sometimes surly, Fitz can also be likeable and easy-going. He's a bit of an everyman.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During his travels with the Doctor, Fitz was attacked by a weapon called the Cold, which removed him from the physical universe entirely. When he was brought back out of the Cold, Fitz found that six hundred years had passed and he was stranded on Ordifica, a colony of humans who had been converted into the Remote (see V119) by Faction Paradox (see V50). With no one else to turn to, Fitz agreed to be initiated into Faction Paradox, believing that their spirits have no power as they aren't real.

When Faction Paradox learned that the Time Lords were going to destroy Ordifica, they fled to found a new Remote colony on Anathema and took Fitz with them. For the first few years, Fitz kept hoping he would be rescued by the Doctor. But he eventually realised that wasn't going to happen and that he had a choice: either give himself fully to Faction Paradox, or kill himself to avoid this fate while the Remote still remembered him. The Remote are sterile and reproduce using remembrance tanks to create new versions from each other's memories. Fitz hoped that if the Remote remembered him, then an nth generation copy birthed

from the remembrance tanks might eventually be reunited with the Doctor.

By the time the Doctor encountered a copy of Fitz, he was almost unrecognisable. Each iteration had been remembered imperfectly by the Remote, with the cumulative effect that the final version, now calling himself Kode, was bland and puffy-faced and had no idea of his origins. The Doctor was able to use the TARDIS's memories of Fitz to transform Kode into a new Fitz, identical to the original. It was this Fitz who continued to travel with the Doctor, along with Compassion (see A3), another refugee from

FITZ KREINER

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

SKILLS

Athletics 1, Convince 3, Craft (Guitar/Singing) 4, Fighting 2, Marksman 2, Subterfuge 2, Technology 1, Transport 2

TRAITS

Amnesia (Minor)
Brave
Charming
Emotional Complication (Major) – He's not the original Fitz Kreiner and the realisation of this sometimes overwhelms him (see A13)
Face in the Crowd
Run For Your Life!
Time Traveller (Major x2) – Tech Levels 6-7

EQUIPMENT

TARDIS key, Camel cigarettes, silver cigarette lighter

TECH LEVEL: 5**STORY POINTS: 12**

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the Remote. This version played the guitar a little better than the original, as that was how he was remembered by the TARDIS. It is this Fitz whose stats are provided here.

This TARDIS-remembered Fitz remained with the Doctor for a long time, possibly longer than any other companion. He was instrumental in helping the Doctor during his extended period of amnesia following the destruction of Gallifrey. He became romantically involved with Trix MacMillan (see A22) when she joined the TARDIS crew. Neither Fitz nor the Doctor seemed to consciously acknowledge that he was no longer the original Fitz Kreiner, the truth being too painful for either of them to comprehend. On the odd occasion when Fitz was reminded of this, his mind began to shut down in shock.

In the meantime, the original Fitz hadn't had the courage to commit suicide on Anathema (see L5), instead joining Faction Paradox. Advancing through the ranks, Fitz became Father Kreiner and successfully hunted down and killed many Time Lords, including the Master and the Rani (or copies of them, at least). Father Kreiner hates the Doctor for abandoning him.

On a mission against the Third Doctor, Father Kreiner suffered a withered arm. By the time the Eighth Doctor met him, Faction Paradox technology and rituals had kept him alive for over a thousand years and there was nothing left in him that was in any way reminiscent of Fitz. The flesh beneath his bulky armour is ancient and torn. Through the split skull of his mask, the remains of Kreiner's jaw works ceaselessly, grinding his cracked and blackened teeth as if chewing gum. His shrivelled right arm dangles uselessly from the shoulder, occasionally flapping in a pathetic gesture. Kreiner's armour consists of cracked leather and plastic, continually emitting the hissing sound of mechanical parts.



FATHER KREINER



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

SKILLS

Athletics 1, Convince 3, Fighting 3, Knowledge 3 (AoE: Faction Paradox Rituals), Marksman 3, Subterfuge 2, Survival 2, Technology 4, Transport 2

TRAITS

Adversary (Major) – Time Lords
 Biodata Control*
 Brave
 Distinctive
 Eccentric (Major)
 Faction Paradox Parent*
 Faction Paradox Ritualist*
 Friends (Major) – Faction Paradox
 Impaired (Minor) – Withered right arm (-2 penalty on actions normally requiring two arms)
 Indomitable
 Obligation (Major) – Faction Paradox
 Obsession (Major) – Hatred of the Doctor
 Psychic
 Sombras Que Corta (Major)*
 Time Traveller (Major x3) – Tech Levels 6-8
 Vortex

*See V53 for details of these Traits.

EQUIPMENT

Faction Paradox Armour [Traits: Armour (Minor: 5 points), Fear Factor 1. Story Points: 2.]

TECH LEVEL: 5

STORY POINTS: 6

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IZZY SINCLAIR (1st in DWM's Engame)

Isabelle “Izzy” Sinclair was born on 12th October 1979, but was abandoned by her biological parents, who left her in a bus shelter. Izzy was adopted by Les and Sandra Sinclair and was raised in the village of Stockbridge (see *The Fifth Doctor Expanded Universe Sourcebook*), where they ran the Redfern Inn. When Izzy was eight, Les and Sandra revealed to her that she was adopted, and this had a profound psychological impact on her, causing a rift between her and her parents. She became a bit of a loner and fantasised that she was a lost alien princess and that she would be rescued someday. She also chose to call herself Izzy S, with the S standing for Somebody, as she didn't know her birth name.


By the time that Izzy met the Doctor, she was seventeen years old and a science fiction geek. She was also an amateur paranormal investigator and a friend of Maxwell Edison (*ibid*). After she and Max helped the Doctor defeat the Celestial Toymaker, Izzy jumped at the chance to travel in the TARDIS and get away from her mundane life on Earth. She left without even letting her parents know.

Although friendly and outgoing on the surface, Izzy internally lacked self-confidence, but this developed during her travels with the Doctor. After a short while, they were joined in the TARDIS by Fey Truscott-Sade (see A8) and later by Kroton (see A15), the Cyberman who had retained his emotions.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Long after Fey and Kroton had left to follow their own paths, the Doctor and Izzy found themselves inside Ophidius (see L79), a gigantic, serpentine spaceship with its own internal ecosystem. It was here that they first encountered Destrii (see A5), an amphibious alien. In order to avoid recapture by the agents of her mother, Destrii tricked Izzy into swapping bodies but was then apparently disintegrated while still in Izzy's form.

IZZY SINCLAIR



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

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

TRAITS
 Attractive
 Brave
 Eccentric (Minor) – Geek
 Emotional Complication (Minor) – Her adoption and sexual feelings cause Izzy moments of introspection
 Empathic
 Insatiable Curiosity
 Obsession (Major) – Science fiction
 Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 12

Izzy was distraught at being trapped in an alien body and initially lashed out at the Doctor's attempts to help her. Now unable to return home to her parents even if she wanted to, Izzy continued to travel with the Doctor but was often overcome with feelings of remorse and self-pity. It took a long time for her to start to adjust to her new life.

Although it was little comfort to Izzy, her new body had its advantages. As a human, Izzy had never learned to swim. Now, she had a natural affinity with water, though she quickly discovered

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that her new body needed to be submerged in water at regular intervals, otherwise she would begin to dehydrate. She was also much more agile and athletic in Destrii's body, and she could see beyond the normal human limits of the visible spectrum.

Eventually, agents from Destrii's planet caught up with the TARDIS and kidnapped Izzy, believing she was still Destrii. With the assistance of Fey, the Doctor followed their trail back to Ophidius, now moored in the atmosphere of the Mobox homeworld where he discovered that Destrii was still alive and had been living in hiding. Izzy and Destrii were returned to their proper bodies, but Izzy had finally come to terms with who she was. Taking her lead from Fey, who was openly a lesbian even though she was from a time when such things were socially unacceptable, Izzy embraced her own lesbian feelings, something she had hitherto kept bottled up. She decided to return home, and the Doctor dropped her off in Stockbridge in time to observe her younger self first entering the TARDIS. Her parents didn't even realise that she'd been away.

Over the following years, Izzy travelled the world and began working for *Médecins Sans Frontières*, becoming a doctor who travels. In 2016, she and Destrii were among the former companions who assisted the Twelfth Doctor in finally defeating Josiah W. Dogbolter (see *The Fifth Doctor Expanded Universe Sourcebook*) by exposing his illegal activities and destroying his business empire. The Doctor asked Izzy if she and her parents had reconciled, to which she replied that that had all been sorted out years ago!



IZZY (AS DESTRII)



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

SKILLS

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

TRAITS

Alien Appearance

Alien Senses – Can see beyond the normal human visible spectrum

Brave

Dependency (Major) – In this body, Izzy needs to periodically submerge herself in water or she takes 1 point of damage per hour

Eccentric (Minor) – Geek

Empathic

Emotional Complication (Major) – Being stuck in an alien body frequently triggers periods of anger or depression, during which time Izzy suffers a -4 penalty on all rolls

Environmental (Minor) – Amphibious

Fast Healing (Major)

Natural Weapons (Minor) – Claws: Strength +2 damage

Obsession (Major) – Science fiction

Quick Reflexes

Run for Your Life!

Tough

TECH LEVEL: 5

STORY POINTS: 6

EMOTIONAL COMPLICATION [MINOR/MAJOR BAD TRAIT]

The Emotional Complication Trait first appeared in the *Primeval RPG*. A character with this Trait has some sort of emotional baggage that complicates their life, such as a grudge or something that triggers depression. At the Minor level, their emotions get in the way but rarely stop them from doing their job. Every so often, they have to deal with the emotional issues arising or pay a Story Point to overcome them. At the Major level, the emotions dominate the character and may cause their downfall. They can't act rationally whenever something triggers the complication.

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JO JONES (*Genocide, The Elixir of Doom*)

Jo Jones (née Grant) has enjoyed a long and largely happy life since saying goodbye to the Doctor and leaving UNIT. Over the following years, she became more and more involved in environmental activism, living with the Nambikwara tribe in Mato Grosso in Brazil for six months, climbing trees, tearing down barricades and flying kites on Mount Kilimanjaro among other adventures. Of course, she tried to contact the Doctor when she was able, but was told that he had left UNIT by then.

Although Jo hoped to see the Doctor again, it would not be until 1997 that they met, and it would be the Eighth Doctor rather than her old friend. By then Jo was at one of the lowest points in her life. Her marriage to Cliff had been under strain and the couple had separated. Jo was living in Hackney with one of her sons, Matthew, and had to hold down two jobs to make ends meet. It seemed her life of excitement was over.

But Jo and Cliff soon reconciled their differences and got back together. By the time she attended what she thought was going to be the funeral of the Doctor thirteen years later (see *The Sarah Jane Adventures: Death of the Doctor*), she and Cliff were still married and they had seven children and twelve grandchildren, with a thirteenth on the way. Jo and her husband were still heavily involved in environmental and political activism, a lifelong passion for them both. Her travels took her all over the world to campaign and protest, and included an incident in which she handcuffed herself to Robert Mugabe! Meanwhile her husband was using his scientific expertise to try to develop new foodstuffs and energy sources to save the planet.

It was following an encounter with an alien called Huxley in December 2010 that Jo first met that most irrepressible of time travellers, Iris Wildthyme, in her seventh incarnation (see *The Fifth Doctor Expanded Universe Sourcebook*). Huxley was a novelist from Verbatim Six (see *The Third Doctor Expanded Universe Sourcebook*) who firmly believed that Jo has been a companion of Iris and not the Doctor. Iris took Jo back to the 1970s to find out the truth, and Jo then agreed to continue travelling with the old reprobate and experience the universe again.

During her new travels in time and space, Jo found that she had a surprising amount in common with Iris, but she did not appreciate the older woman's drinking and driving! Jo even bumped into the Doctor once more, in his eighth incarnation again, in Hollywood in 1936 where they investigated monster sightings near the mansion of actress Vita Monet (see *The Third Doctor Expanded Universe Sourcebook*).

But all good things must come to an end, and Iris has returned Jo home to resume her life and her campaigning. Even now, Jo can't help getting involved with the extraterrestrial and unexplained, and she has since assisted both Captain Jack Harkness and Kate

JO JONES

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

SKILLS

Athletics 1, Convince 3, Craft 3, Fighting 1, Knowledge 4 (AoE: Environmentalism), Marksman 1, Medicine 2, Science 2, Subterfuge 4, Transport 2

TRAITS

Brave
Clumsy
Code of Conduct (Major) – Environmental Issues
Distinctive
Empathic
Special – Escapology Training (Provides a +2 bonus on rolls to escape)

TECH LEVEL: 5

STORY POINTS: 12

Stewart's UNIT in protecting the Earth. Following the passing of Cliff, Jo has even been reunited with the Third Doctor almost fifty years after the Llanfairfach incident (see *The Green Death*) – only a few months later for the Doctor!



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KROTON THE CYBERMAN

(The Company of Thieves, The Glorious Dead)

Kroton is a Cyberman who, through an error in his conversion, somehow retained much of his former emotions, though his memories of his previous life had been expunged. At first, Kroton did not realise that he was different to his fellow Cybermen and worked alongside them. He was appointed to the rank of Junior Cyberleader and was assigned to the Cyber-forces overseeing the occupation of the planet Mondaran.

It was on Mondaran that Kroton's emotions started to influence his behaviour, and he began to ponder why the other Cybermen did not have them and why the native Mondarans were willing to lay down their lives to resist the invaders. Before long, he sided with a small resistance group. Although they initially treated him with fear and distrust, Kroton helped them escape in a stolen shuttle. Realising the shuttle would allow the Cybermen to locate the fugitives, he piloted it alone into space where it drifted, its fuel exhausted, while his own batteries ran down.

After an unknown period, Kroton's shuttle was intercepted by a cruise ship and Kroton was recharged by the humans aboard it. He helped the ship escape from a stasis loop it had been trapped in, only to find that the humans promptly aged to death, leaving him alone once again. After that, Kroton wandered the universe helping others. Along the way, his cybernetic body has been upgraded by the Technosmiths of Baroq VII, who enhanced his defences. He eventually bumped into the Doctor and Izzy (see A12), and became their new travelling companion.

Kroton's cybernetic body is most similar to the versions of the Cybermen the Doctor encountered in the sewers of London in the 20th Century and on Nerva Beacon several hundred years in the future (see *The Invasion* and *Revenge of the Cybermen* respectively). As a Junior Cyberleader, the top half of his face-plate is black in the form of a V shape and his chest unit displays the insignia '1'. Whether it is the retention of his emotions allowing him to act more instinctively, or whether it is the result of the Technosmiths' enhancements, or a combination of these, Kroton is far more agile than other Cybermen and does not suffer from their usual slowness. In combat, he wields a metal quarterstaff that he normally carries magnetised to his back.

Initially, Kroton was introspective, uncertain of himself and his nature, and had an almost child-like naivety. As he has gained in experience, he has learned to appreciate poetry and music, and has developed a sense of humour. He has also gained in confidence, becoming a cocky two-fisted, wise-cracking action hero.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the Doctor's battle against the Master (see V99) for the control of the omniversal interface known as the Glory, Kroton bested the Master's ally Katsura Sato (see V81) in single combat. Kroton's memories of his life before he became a Cyberman were returned, and he was chosen to become the new centre of the Omniversal Spectrum.

KROTON



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

SKILLS

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

TRAITS

Amnesia (Major)
 Armour (10 points)
 Code of Conduct (Major) – Protect the weak
 Cyborg
 Eccentric (Major) – A wise-cracking Cyberman!
 Environmental (Minor) – Kroton is able to survive in the vacuum of space or other harsh environments
 Experienced
 Immunity – Immune to damage from electricity
 Outcast – From both human and Cyberman society
 Weakness (Minor) – Kroton's cybernetic body needs to be recharged from an external power source at regular intervals, otherwise his batteries will drain. This is similar to a human deprived of food, except that Kroton can shut himself down for extended periods to conserve energy.

EQUIPMENT

Staff: Strength +2 damage

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

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MARY SHELLEY *(1st in Mary's Story)*

Mary Shelley, the author of *Frankenstein; or, The Modern Prometheus*, was born in 1797 and married the poet Percy Bysshe Shelley at the age of nineteen, after the suicide of Percy's first wife, Harriet.

Mary first met the Doctor at the Villa Diodati (see L102) near Lake Geneva, Switzerland in June 1816. Although she is usually referred to as Mary Shelley, she was still Mary Godwin at the time. Mary was spending the summer at the Villa Diodati with her future husband Percy and their companions Lord Byron, Mary's step-sister Claire Clairmont and Byron's physician Dr Polidori. The group encountered a future version of the Eighth Doctor, mortally injured and half mad from injuries he had sustained from an accident with vitreous time. Although the Doctor appeared to die, he was resurrected by a lightning strike after Percy attached his corpse to the Villa's lightning rod in a macabre galvanic experiment. The situation was resolved by the arrival of a younger, uninjured Eighth Doctor, who successfully restored his older self. When the younger Doctor invited Mary to travel with him, she accepted, having become disillusioned of her life with Percy.

The remainder of Mary's life is a matter of historical record. Prior to her travelling with the Doctor, she and Percy had had two children. The first, in February 1815, was a girl who was born prematurely and died within two weeks. Mary had a second child, William, in January 1816 (who was with her at the Villa Diodati that summer). After the Doctor returned Mary to the Villa Diodati, she and Percy had a daughter, Clara, in September 1817. Tragically, Clara died of dysentery the following year, and William died of malaria in June 1819. A fourth child, Percy Florence, was born in November 1819 and survived into adulthood, outliving Mary.

Percy Shelley drowned when his sailing boat was sunk in a storm in July 1822 in the Bay of La Spezia, Italy, near where the couple were living at the time. Mary returned to England the following year and devoted herself to the raising of her son, the publishing of her husband's works and to her own writing. She died in 1851 at the age of 53 following several years of illness, the most likely cause believed to be a brain tumour.

At the time of her travels in the TARDIS, Mary is still only nineteen. But she is brave, pragmatic, spirited and outspoken, having views which would be judged to be unusually liberal for her time. She carries a capacious reticule, a string-drawn handbag, from which she can produce all manner of useful items. The Doctor is very aware that if something happens to Mary before he returns her home and she doesn't write *Frankenstein*, this could result in disruption to the Web of Time!

Although the Doctor does not know it, the crucial period when Mary first conceived the idea of *Frankenstein* at the Villa Diodati will be overwritten, not once but twice, with first the Tenth Doctor and then the Thirteenth Doctor meeting Mary. Mary's time as a companion to the Doctor is therefore destined to become part of a timeline that no longer exists.

MARY SHELLEY

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

SKILLS

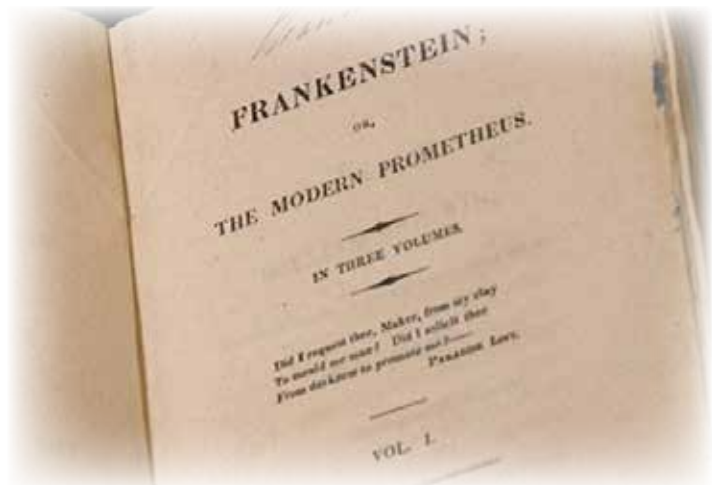
Athletics 2, Convince 3, Craft (Writing) 6, Fighting 1, Knowledge 3, Medicine 1, Science 1, Subterfuge 2

TRAITS

Brave
Charming
Code of Conduct (Major) – Strong sense of social justice
Empathic
Run for Your Life!

EQUIPMENT

Reticule [Traits: Resourceful Pockets. Story Points: 1.]

TECH LEVEL: 4**STORY POINTS: 12**

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MIRANDA DAWKINS *(1st in Father Time)*

In the far future, towards the very end of the universe, the Time Lords are long gone and almost forgotten. Their place in the cosmos has been filled by a very similar race of people who live on a construct known as the Needle. The Needle is a one light-year long, fifty thousand kilometre wide artefact with one end anchored in a black hole and the other end peopled by most of the inhabitants of the dying universe. It is believed to be the ancient remains of a TARDIS which tried to escape from the black hole's gravity well.

The rulers of this future time are brutal dictators who drained entire galaxies of their energy in order to power their technology and kept other civilisations in thrall. But their rule came to an end when various factions such as the Klade (see V83) rose up against them in rebellion. The Emperor and his family were all slain, apart from the baby Miranda, the mythical "Lost One". She was spirited away by her nurse and a bodyguard and taken back in time to 20th Century Earth. For several years, they lived as a family under the names John, Kim and Miranda Dawkins.

In the early 1980s, when Miranda was ten, the rebels tracked them down and killed John and Kim. Miranda was rescued by the Doctor, who had been living on Earth as an amnesiac for the previous century while his TARDIS regenerated. The Doctor recognised that Miranda was unusual and adopted her. Like him, she has two hearts, a lower body temperature and extraordinary control over her metabolism. She also has a remarkably high IQ, extremely fast reflexes and is sensitive to disturbances in time. Miranda is able to see in the dark and can swim faster than anyone she knows.

During the 1980s, the Doctor and Miranda had a number of adventures together, though on a smaller scale than the Doctor's usual exploits. They live in the village of Greyfrith in Derbyshire, at the southern end of the Pennines. At the age of sixteen, Miranda looks a little like Jody Foster, though taller and with blonde hair and long legs.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During Miranda's teenage years, the Klade leader Zevron and his younger brother Ferran made further attempts to kill her. When she finally learned the truth of her origins, Miranda ran away and travelled around the world until she was reunited with the Doctor in 1989.

Miranda came to an agreement with Ferran: she would return to the future as Supreme Being of the Universe, with Ferran as Prefect. Once there, her life is still not without danger, as Ferran proves to be an ambitious rival for power and the Klade would still prefer to see Miranda executed.

Much later in her life, when she has a daughter called Zezanne (see A88), Miranda travels back in time to help the Doctor against the Council of Eight (see V25) and sacrifices her own life to save his.

MIRANDA DAWKINS

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

SKILLS

Athletics 4 (AoE: Swimming), Convince 2, Fighting 2, Knowledge 2, Medicine 1, Science 3, Subterfuge 2, Technology 3

TRAITS

Adversary (Major) – The Klade and other enemy factions

Alien

Attractive

Brave

Experienced x2

Feel the Turn of the Universe

Keen Senses (Minor) – Vision

Last of My Kind

Outcast

Quick Reflexes

Run for Your Life!

Special – Alien Metabolism: Miranda can spend a Story Point to achieve effects such as metabolising alcohol or increasing her adrenaline production

TECH LEVEL: 5

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SAM JONES *(1st in The Eight Doctors)*

Samantha Angeline Jones was born on April 15th, 1980. Her parents were liberal progressives and encouraged Sam in her support of various causes. According to Sam herself, while growing up she campaigned to save the whales, stop animal experimentation, went on gay-liberation marches and demonstrated against racism.

Sam met the Doctor in 1997, while she was still only sixteen (though she could pass for twenty) and a pupil at Coal Hill School. She had been cornered in Foreman's Yard in Totter's Lane by Baz Bailey, a fellow pupil and drug dealer, when the TARDIS materialised and she was able to jump aboard to escape. Although the Doctor wanted to return her home immediately, Sam persuaded him to let her have one trip to see the Universe, and the rest is history.

Early in their adventures together, the Doctor dropped Sam off at a Greenpeace rally in Canada for a few hours and forgot to collect her for nearly a year from his own perspective (during which period he travelled with various other companions). A little later, Sam became separated from the Doctor and was stranded in the early 23rd Century. She was finally reunited with him after spending three years on the planet Ha'olam (see L51).

Sam Jones is slim, blonde-haired and blue-eyed. When her hair was cut very short, she looked a bit butch so she allowed it grow out a little. She usually wears slogan T-shirts, jeans and army boots. Sam is a teetotal, non-smoking vegetarian. She doesn't even drink Coca Cola. She keeps herself fit by running three miles every day and is proficient in gymnastics and climbing. She has also had basic training in self-defence. Although Sam considers herself to be a pacifist, she has been known to use violence in the heat of the moment, leading to feelings of guilt and some deep soul-searching afterwards.

Sam is bisexual. During their travels, she grew very close to the Doctor, even developing a crush on him for a while. Later though she came to accept that their relationship could only ever be platonic. The two came up with a list of code numbers they could call to each other in the midst of the action, each number indicating a particular move. For example, number 1 for running away; number 7 for using a paradox to fry an electronic brain (it hardly ever works!); and number 18 to tell the other to go for the second most obvious target.

Eventually Sam grew disenchanted with travelling with the Doctor and he returned her to 1996, where she had to stay with Sarah Jane Smith for a year, hiding from her parents until her younger self departed with the Doctor in 1997.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Samantha Lynne Jones was born on April 15th, 1980. She was the original Sam Jones, whose timeline and biodata (see G17) were tampered with by Faction Paradox in order to create the perfect companion for the Eighth Doctor. The Doctor theorised that, just after his regeneration, his unsettled biodata came into contact

with Sam's, regenerating it and turning her into a different version of herself. This later proved to be incorrect. But however it happened, Sam has a second strand of biodata.

The original version of Sam is dark-haired, leading to her sometimes being referred to as "Dark Sam" to differentiate her from "Blonde Sam". Unlike her clean-cut counterpart, Dark Sam

SAM JONES

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

SKILLS

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

TRAITS

Attractive
Brave
Code of Conduct (Major) – Pacifism, environmentalism and similar causes
Devotion – The Doctor
Impulsive
Phobia (Minor) – Fear of the mentally ill
Phobia (Minor) – Arachnophobia [later removed]
Run for Your Life!
Time Traveller (Major) – Tech Level 6

EQUIPMENT

TARDIS key
Lock-pick (provides a +2 bonus on rolls to pick conventional locks)

TECH LEVEL: 5

STORY POINTS: 12

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

has smoked and used drugs since her teens and has needle tracks on her arms. Although she wrote a few letters to Amnesty and thought about spray-painting protest slogans on a billboard or running off to Africa to build houses for Habitats for Humanity, she never became the committed campaigner that Blonde Sam did.

Dark Sam left home in 1997. By 2002, she is living in a bedsit in King's Cross and works in a video shop. Deep inside, this Sam has never stopped believing she could change the world. But she's just too tired to try, or too busy earning enough to pay the rent and have a little fun with whatever's left. Maybe buying some more ecstasy pills or some marijuana. Dark Sam is cynical and world-weary, a far cry from the fun-loving, idealistic Blonde Sam.

When the Doctor became aware of the anomalies in Sam's biodata, he went back in time and collected Dark Sam, bringing her to San Francisco in 2002 where her interaction with the temporal scar left by the Doctor's TARDIS (see the *TV Movie*) caused Blonde Sam to come into existence. Sam Jones is therefore a paradox: Blonde Sam only exists because Dark Sam was brought to San Francisco by the Doctor, who only did this because he already knew Blonde Sam. Blonde Sam was restored once the temporal scar was healed.

Sometime after Sam left the Doctor, she was one of a number of his past companions who was killed by the Council of Eight (see V25). In Sam's case, they undid the changes to her timeline that had been engineered by Faction Paradox (see V50). Blonde Sam no longer existed, and Dark Sam died of a drugs overdose in 2002. The Doctor managed to cancel out many of his companions' deaths when he defeated the Council of Eight, but it is unclear whether either version of Sam Jones was restored.



DARK SAM



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

SKILLS

Athletics 2, Convince 3, Fighting 3, Knowledge 2, Marksman 2, Medicine 1, Subterfuge 3 (AoE: Sleight of Hand), Survival 3, Technology 1, Transport 2

TRAITS

Attractive
Dependency (Major) – Heroin
Impulsive
Inexperienced x2
Phobia (Minor) – Fear of the mentally ill
Phobia (Minor) – Arachnophobia
Run for Your Life!
Selfish

TECH LEVEL: 5

STORY POINTS: 18



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SCARLETTE (*The Adventuress of Henrietta Street*)

In 1782, the Doctor – amnesiac since the destruction of Gallifrey – married a young woman called Scarlett in a largely symbolic ceremony intended to bind him to the Earth. Scarlett is a courtesan and owner of the House of Scarlett, a bordello on Henrietta Street in Covent Garden. She is in her early twenties and is unquestionably striking, with almond-shaped eyes, fashionably pale skin, long black hair and vaguely aristocratic looks. In her only known portrait, Scarlett has the look of an actress, with a halo of intrigue and mystery, and an expression of someone who knows that nobody is going to penetrate her mask.

Scarlett always dresses in red, the colours of her House being red and black. But apart from a few dandyish ruffles at her collar, there are no concessions to femininity. Her dresses end at least two inches above the floor, beneath which the white underskirts and a pair of riding boots are just visible. Scarlett's bearing is such that onlookers feel as if she could, at a moment's notice, pull a pair of muskets from her belt and fire them both simultaneously. It is a fact that Scarlett is a noted swordswoman.

As well as being a courtesan, Scarlett has a reputation for being a witch. Around her neck, she wears a protective totem, a piece of jagged glass that Mary Culver of the Hellfire Club used to slit her own throat in 1762. Scarlett is known to have studied ritualism under one of the Mayakai, an almost extinct Polynesian people, whose practices are close to the tantric traditions. These tantric practices are used by Scarlett and her prostitutes in the services they provide. Scarlett sees herself as upholding an ancient tradition. Not only does she view herself as using tantra and arcane lore to defend certain principles, she sees the Doctor as a kind of omen, sent to help her run the House of Scarlett and defend it and London against the babewyns (see V7).

Scarlett is very much a woman of her time, even though there is a feeling in society that the time in question is ending. She has been seduced by the good old days of the Hellfire Club and of when Casanova was at the height of his seductive powers. But dressing her House up in old-fashioned Hellfire mysticism and presenting herself as half-sorceress and half-prostitute doesn't really impress anyone these days.

When the Doctor arrived in London, Scarlett identified him with the godlike, elemental creatures called *Vidyeshwaras* – best translated as “Lords of Wisdom” – in the tantric traditions. She speaks of how the Doctor “walked” through *Shaktyanda* (perhaps time itself) to arrive in her company, and she recognised his potential as a defender against the babewyns. Although their wedding ritual was intended to be ceremonial, the pair developed true feelings of love for each other.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After the crisis of the babewyns was over, Scarlett faked her own death. She is said to have gone on to confront George Washington

SCARLETTE

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

SKILLS

Athletics 4, Convince 4 (AoE: Seduction), Craft 2, Fighting 4 (AoE: Swordfighting), Knowledge 3 (AoE: Occult), Marksman 3, Medicine 1, Subterfuge 3

TRAITS

Attractive
Brave
Charming
Experienced x2
Obligation (Major) – Protect Earth from the babewyns
Outcast – Has a reputation as a courtesan and a witch
Psychic Training
Quick Reflexes
Ritual Magic (see V79)

EQUIPMENT

Jagged Glass Totem [Traits: Lucky. Story Points: 1.]

TECH LEVEL: 4

STORY POINTS: 6

after the Siege, to have been in Paris during the uprising of 1789, to have visited Egypt during its occupation by Napoléon, to have witnessed the Battle of Trafalgar, and to have had many more adventures besides.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

STACY TOWNSEND AND SSARD (*Radio Times, Placebo Effect*)

Stacy Townsend was born on Earth in 2220 and was raised by her parents, Christopher and Mary Townsend, with their Christian beliefs. Stacy met the Doctor in 2246 on board the deep-space haulage freighter *Dreadnought*, where she served as a cargo-loader. At the time, Stacy was engaged to marry a fellow crewmember, Bill, but he was converted by the Cybermen when they overran the ship, and he died protecting her. The Doctor offered to take Stacy home in the TARDIS, but they ended up on Mars (see *L50*) and were joined in their travels by the Ice Warrior, Ssard. One thing Stacy didn't appreciate about time travel was experiencing the dirt and poverty of Earth history first-hand.

Ssard is an Ice Warrior from an early period in Martian history when Mars (see *L50*) was still habitable. He was a guard at the ascendance rite of Izaxyl, son of High Lord Uzox, which was attacked by a rival lord's warriors. After helping sort out the subsequent skulduggery, the Doctor invited Ssard to join him and Stacy for a "holiday". Their visit to Victorian London meant that Ssard had to keep himself wrapped up in a voluminous cloak to avoid startling the locals, which he did not enjoy.

STACY TOWNSEND

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

SKILLS

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

TRAITS

Attractive	Brave
Devotion – Ssard	Empathic
Impulsive	Lucky
Run for Your Life!	Sense of Direction

TECH LEVEL: 6

STORY POINTS: 12

SSARD

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

*Reduced to 1 in Earth-like atmospheres.

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (10 points)
Code of Conduct (Major) – Martian code of honour
Cyborg
Devotion – Stacy
Environmental (Minor) – Cold
Fear Factor 1
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow (Minor)
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

During their adventures together, Stacy and Ssard fell in love with each other. After travelling with the Doctor for almost a year, they decided to settle down in the late 40th Century. Stacy landed herself an office job on Antares sorting out applications from planets wishing to join the Galactic Federation (see *A49*), while Ssard worked at the Martian Commission on Io, helping track down some of the fringe Ice Warrior groups who want to break free from the Federation. The couple invited the Doctor to their wedding on Micawber's World (see *L70*) in the year 3999. By the time they celebrated their eighteenth anniversary, the couple had three children.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TRIX MACMILLAN (*1st in Time Zero*)

Beatrix MacMillan, Trixie, Tee-Ex, Mac, Tricia MacAlister, Patricia Atherton, Patricia Pullman. These are just some of the names that the person usually known as Trix MacMillan goes by. Trix is a con artist, master of disguise and habitual liar who first met the Doctor when she was working for Sabbath (see V122).

When Sabbath dispensed with her services, Trix asked the Doctor if she could travel with him, Anji (see A1) and Fitz (see A10) in the TARDIS. But the Doctor didn't trust her and so he refused. However, Trix slipped aboard the TARDIS and managed to stow away. Perhaps unsurprisingly, the Doctor knew she was aboard long before she eventually revealed her presence. By then, several adventures had passed, and the Doctor decided not to kick her off the ship. So she became his newest companion, and her skills as a con artist turned out to be very useful.

Trix is perhaps in her late twenties when she first meets the Doctor in 2002, though she might be almost a decade older or younger. It's difficult to be certain. She has fair hair that reaches down to her shoulders and is normally worn in a spiky style, and green eyes which are piercingly alert, like those of a cat. Her natural accent is upper-class Home Counties, but she has a flair for imitating voices and accents, so this could be fake.

Much about Trix remains a mystery. The Doctor seems to believe that her true name is Tricia MacAlister, which may be correct as her mother's name is MacAlister. However, she is known to the police as Patricia Joanne Pullman and is wanted in connection with the murder of Anthony Charles MacMillan, who may have been her father. At this point, the truth of the matter and of the events surrounding the murder will probably never be known.

During their initial adventures together, Trix's attitude towards the Doctor and Fitz was rather prickly (Anji having returned home by this point). But a close friendship developed between them. In fact, Trix and Fitz became romantically involved with each other. Trix loves acting and performing of all kinds, and she adopts disguises as she hates feeling conspicuous. She has picked up a number of useful skills along the way, including first aid, being able to read a little Cyrillic and even to pilot a passenger plane in an emergency!

Trix frequently takes advantage of time travel for her own financial gain. For example, using it to win the National Lottery when she needs money, and providing future financial information to Anji to invest in the City. By these means Trix has amassed a fortune in a bank account back on Earth, her nest egg for when she finally decides to leave the Doctor and return home (presumably with Fitz).

Trix's outlook can be summed up in something her mother once told her: "Don't regret the things you do – only the things you don't." And if you do bad stuff, you pay for it and move on, or else you spend the rest of your life looking over your shoulder, waiting for the past to catch up with you.

TRIX MACMILLAN

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

SKILLS

Convince 4 (AoE: Con), Craft (Acting) 4, Fighting 1, Knowledge 3, Marksman 1, Medicine 2, Subterfuge 4 (AoE: Disguise), Technology 2, Transport 3

TRAITS

Argumentative
Attractive
Dark Secret (Major) – Trix may have murdered her father
Lucky
Outcast
Phobia – Uneasy around horses, a childhood fear
Run for Your Life!
Selfish
Wanted (Minor) – British police

Trix later gains Wealthy (Major).

EQUIPMENT

Disguise kit including wigs and make-up (carried in her shoulder bag); coins of various currencies; credit cards and IDs in different names.

TECH LEVEL: 5**STORY POINTS: 12**

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ALLIES

ALAN TURING (*The Turing Test, The Domino Effect*)

During the Second World War, Alan Turing was one of the key members of the team of code-breakers working at Bletchley Park to decode enemy encryptions. During his lifetime though, much of Turing's work and his contribution to the war effort went largely unrecognised because of the needs of national security.

Alan Turing was born in Maida Vale, London in 1912. During childhood, he showed a natural talent for science, and went on to study mathematics at Cambridge and Princeton. In 1938, Turing began working part-time as a cryptanalyst for the Government Code and Cypher School, and when war broke out the following year, he reported to Bletchley Park, the GC&CS wartime station.

At Bletchley Park, Turing was engaged in working on decrypting messages from the German Enigma machines. He made a number of significant cryptanalytical advances during the War, including producing the functional specification for the bombe decryption machines, deducing the indicator procedure used by the German navy, and the development of Delilah, a secure voice scrambler.

Turing became known as "Prof" by his colleagues at Bletchley Park and had a reputation for eccentricity. He was a keen long-distance runner and would occasionally run the 40 miles to London when he needed to attend meetings there. After the War, Turing tried out for the British 1948 Olympics marathon team, but was hampered by an injury.

A number of people with connections to the Doctor worked at Bletchley Park at the same time as Turing, including Rachel Jensen (see *The Seventh Doctor Sourcebook*) and Leading Wren Constance Clarke (see *The Sixth Doctor Expanded Universe Sourcebook*). In 1941, Turing developed the Bronze Goddess, a Rift predictor, for Torchwood Three. Turing met both the Second and Eighth Doctors, though he didn't make the connection between the two. He accompanied the latter behind enemy lines in 1944, on a mission to locate a group of code-makers in Dresden.

It has been estimated that Turing's achievements at Bletchley Park shortened the War by around two years and saved up to 14 million lives. After the War, Turing continued to work in mathematics and computing.

Turing was a homosexual, a criminal offence in Britain during his lifetime. In 1952, he was charged with gross indecency, to which he pleaded guilty. Turing agreed to undergo chemical castration by means of a regime of injections of synthetic oestrogen. His criminal conviction led to the removal of his security clearance, ending his work for the government.

In June 1954, Turing was found dead by his housekeeper. The coroner's verdict was suicide by eating an apple contaminated with cyanide, though a number of people have since claimed it

ALAN TURING



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

SKILLS

Athletics 4 (AoE: Running), Convince 1, Craft 3, Knowledge 2, Science 5 (AoE: Computing, Mathematics), Subterfuge 2, Technology 4, Transport 2

TRAITS

Code Breaker
Dark Secret (Major) – His homosexuality
Eccentric (Major)
Experienced
Mental Calculator
Obligation (Major) – Bletchley Park
Run for Your Life!
Technically Adept

TECH LEVEL: 4

STORY POINTS: 9

was more likely accidental poisoning from chemicals Turing had in the house for his experiments.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Shortly before his death, Turing's mind was copied by the Galateans. The copy was programmed into a robotic duplicate of Turing which was encountered by both the Eleventh and Twelfth Doctors. The Eighth Doctor also met a version of Turing from an alternative timeline in which he didn't die in 1954.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ALCESTIS (*Fallen Gods*)

The Doctor befriended Alcestis when he spent some time in the town of Akrotiri on the island of Thera in the Minoan Empire around four thousand years ago. Alcestis had been a priestess of the Fallen Gods who dwell in the volcano on the royal island of Kaménai (see L64), but she was dismissed by the high priestess for her lack of discipline. She is now a potter, and the cramped ground-floor rooms of her house double as a workshop.

Alcestis looks only half her actual age of forty-eight. She wears her hair in braids and has the strong limbs of a peasant girl, but she has retained the poise of a priestess. Alcestis has a gift of being able to hear the Gods as they speak, part of her talent for being able to feel the temporal currents that emanate from the volcano.

When the Doctor recognised Alcestis's ability, he was able to teach her to ride on the temporal currents, using them to fly through the air. Alcestis achieves this by holding herself completely still in the currents for a second, while the Earth rotates and revolves beneath her. With additional training, she is able to move as she chooses, rather than as the Earth's motion dictates.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!!

King Rhadamanthys has been using the Fallen Gods to achieve great things. His people have four harvests a year, and the volcano the Gods live in has been prevented from erupting. He has also sacrificed all but one of his sons, taking them to the temple on the volcano where the Gods age them to death, stealing their future years and allocating them to the King and his favourite son, Deucalion, with a little extra left for the loyal priestesses.

This is the secret of Alcestis's youthful looks: she has benefited from the future stolen from those sacrificed to the Fallen Gods. But when she learns the truth of this, it sickens her and she wants King Rhadamanthys to pay for his crimes.

The Doctor tells Alcestis that the power of Kaménai will eventually fail, as the successful harvests have to be paid for by years of famine in the future, and the volcano will eventually erupt with all the fury it has been denied for so long, destroying Thera and Kaménai. But this is far into the future, when the King is long dead, and Alcestis is not satisfied. She is determined to disrupt the priestesses' ceremonies into a new pattern, one which will unleash the Fallen Gods now!

MORE THAN HUMAN – SPECIAL GOOD TRAIT

More Than Human is a Trait from the *Pulp Fantastic* RPG. A character with this Trait isn't an alien, a cyborg or a robot, but they aren't quite human in some way. They may be a mutant, the result of scientific experimentation or something more bizarre. More Than Human is a gateway Trait that allows an otherwise human character to buy Alien and Gadget Traits and increase their Attributes above 6. It costs 2 points to purchase.

ALCESTIS

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

SKILLS

Athletics 4, Convince 2, Craft (Pottery) 5, Craft (Dance) 3, Fighting 2, Knowledge 2, Subterfuge 3, Survival 1

TRAITS

Attractive

Dependency (Minor) – Alcestis's unusual abilities (*asterisked) fade away without the Gods' power influencing the temporal currents

Experienced x2

Feel the Turn of the Universe*

Flight (Major)*

Insatiable Curiosity

More Than Human*

Psychic*

Vortex (Special)* – Alcestis can't actually travel through time, but she can step out of the real world and into a fold in the temporal currents, remaining there invisible and untouchable while time outside is frozen

TECH LEVEL: 2

STORY POINTS: 6

After these events, Alcestis also met Bernice Summerfield (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) and assisted her against the alien Deindum.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ANDY WARHOL (*Femme Fatale*)

Andy Warhol was one of the most famous artists of the 20th Century. His glasses and shock of hair made him instantly recognisable. Born in 1928 to American immigrants from what was then Austria-Hungary (now Slovakia), Warhol became a leading figure in the pop art movement that sprung up in Britain and America in the 1950s and '60s. His work encompassed multiple media, including painting, photography, film, silkscreen printing and sculpture, his best known work being *Campbell's Soup Cans* in 1962.

Warhol was born and raised in Pittsburgh, but the focus of his art production was the Factory in New York City, the address of which changed over time. In the 1960s, it became a gathering place popular with artists, intellectuals, celebrities, bohemians, drag artists and wealthy patrons. In 1966, Warhol became manager and producer of the rock band The Velvet Underground. Warhol's work, and by extension the work of many of the artists associated with the Factory, explored the relationship between art, advertising and celebrity culture. He is credited with the expression "fifteen minute of fame", the concept of short-lived celebrity, from a quotation in the program of an exhibition of his work in Stockholm in 1968: *"In the future, everyone will be world-famous for 15 minutes"*.

Andy Warhol is one of those personalities whose life has intersected with that of the Doctor on multiple occasions. In 1965, he invited the Eleventh Doctor, Amy and Rory for soup. During the summer of 1966, each of the Doctor's first eleven incarnations visited Warhol separately on successive Thursdays for him to paint. The finished piece eventually found its way to the Paloma Centre, an art collection so large that it covered an entire continent of the planet it was located on. Warhol also produced a version of the composition which included a silhouette of the War Doctor.

In 1968, the Eighth Doctor, Sam Jones (see A18) and Iris Wildthyme (see A58) were present at the Factory when an attempt was made on Warhol's life by Valerie Solanas. Solanas was a radical feminist and a peripheral figure at the Factory. In 1967, she had written *The SCUM Manifesto*, which advocated the elimination of men. The following year, she featured in Warhol's film, *I, a Man*. But by the time of the attempted murder, Solanas was considered *persona non grata* at the Factory. Warhol considered her to be too stropic, too uncool to be around, and avoided meeting her.

On the morning of the attempt, Solanas arrived at the Factory asking for the return of a script she had sent to Warhol but which he refused to film. Sam wanted to try to prevent her from shooting him, but she couldn't change established history. Warhol was badly injured and, although he recovered, he suffered from its effects for the rest of his life. Valerie Solanas handed herself into the police the following day and was subsequently diagnosed as a paranoid schizophrenic.

ANDY WARHOL

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

SKILLS

Convince 4, Craft 6, Knowledge 4, Subterfuge 1, Technology 2, Transport 2

TRAITS

Distinctive
Eccentric (Minor)
Fame (Major)
Wealthy (Minor)

TECH LEVEL: 5

STORY POINTS: 9

The shooting marked the end of the "Factory 60s" era, though Andy Warhol continued to produce art up until his death in 1987 following gallbladder surgery.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

APHRODITE DIAMANTE *(Emotional Chemistry)*

Aphrodite Diamante sometimes uses different names, stage names as she calls them, but she generally prefers the Spanish. She dresses in simple white robes, their sketched elegance ideal for showing off her caramel complexion and illustrating a figure to die for. Her face is a sculpture of Latin beauty and temperament, full-lipped, with a powerfully feminine jawline and brows like fine gunpowder trails. Her hazel eyes shine, backlit with amber.

Aphrodite is no ordinary woman, but she is not quite the goddess of her name. She dwells alone in her own private world, a pocket dimension called Paraiso, resembling a Mediterranean paradise. Aphrodite lives in a villa with white stucco walls, terracotta tiles and shuttered windows. Outside, a shimmering lake lies at the feet of a majestic mountain backdrop, the water's surface seeming to stretch off forever in either direction. On one side of the villa is an orchard of fruit trees with an ornamental fountain. Aphrodite calls the lake Espejo de Cielo, the Mirror of Heaven.

Within the villa, inside a shuttered closet, is a jaw-dropping discovery. Inside the closet is a view of the Universe, spinning away into infinity where a wall should be. Before it is a decorative little console surmounted with a crystal vase, its surface an impossible number of facets. By placing an object in contact with the vase, Aphrodite can open up a timeline tracing its movement back through history, and she can travel into that history by diving into the Espejo de Cielo, emerging anywhere along the object's timeline

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Far from being an ordinary woman, Aphrodite isn't even human; she is the daughter of a living star. Her parent's race don't have a name for themselves, but as her parent was seeded in the Greater Magellanic Cloud, Aphrodite calls them Magellans. Their people travel the Universe and sometimes congregate in groups, for exchanges of energy, experiences, or merely for company.

Aphrodite's parent committed what the majority of Magellans consider a crime: they had a daughter, Aphrodite herself. The Doctor spoke in their defence at their trial, but their sentence was severe. Her parent was split into two beings and transformed into humans, imprisoned in earthbound lives: Darya Yurievna (nicknamed Dusha, see A37), and Razum Kinzhal (see V118). Dusha contains the emotional side and was exiled to Russia in the early 19th Century, while Razum contains the intellect and was sent to the 50th Century. Neither can travel in time to reunite with the other, and any attempt will kill them.

Aphrodite herself wasn't punished as such. But the Magellans sought to contain something they don't want to understand. They gave her Paraiso, her home, and the lake as a gateway to the Universe. But they closed the gate on the times to which her parents were sent, and they imposed an empathic mirror on

her, embedding it in the structure of her body. Aphrodite cannot help but take on the emotional states of anyone around her and heightening them. She becomes happy, sad, frightened, excited, anxious, angry, jealous, depending on who she is with, and can be manipulated by those who become aware of this.

APHRODITE DIAMANTE

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

SKILLS

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

TRAITS

Alien

Attractive

Charming

Weakness (Minor) – Emotional Mirror: Aphrodite subconsciously absorbs and magnifies the emotional states of those around her, influencing her behaviour and leaving her open to manipulation; if she tries to resist this, she must succeed at a contest of Presence + Convince but suffers a -4 penalty

TECH LEVEL: 0

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ARISTOTLE HALCYON *(To the Slaughter)*

In the early 24th Century, Aristotle Halcyon is a household name as a celebrity *decoratiste*, an artist in the widest sense of the word, who in recent times has focussed on incorporating the principles of Feng Shui into his work. He has popularised the philosophy by bringing his own interpretation, adapting it and creating a new spin that has caught the public imagination. Among his other achievements, he's the inventor of a new "intelligent" paint which continually changes its colours and creates patterns, even after it has dried. Halcyon has licenced its manufacture and distribution to Falsh Industries (see V57), who sell it under the name Halcytone (see G11).

Aristotle Halcyon is a bizarre figure in the flesh. His shaved scalp glitters with tiny gemstones of every hue. His features are slightly flattened and give him a vaguely oriental look, though a ubiquitous pair of slim dark glasses hides his eyes. Halcyon's outlandish fashion sense only heightens his look, as does his penchant for hats, sashes, capes and all manner of accessories. Halcyon is always accompanied by his PA, a redhead named Salsa Sook.

Halcyon has been placed in charge of the Unclutter Project, known empire-wide as the Restore the Wonder programme. Funded by Falsh Industries and using Feng Shui techniques, the project's aim is to clear away all the extraneous objects from the Solar System. It has already removed the Asteroid Belt and the Oort Cloud, and Halcyon's attentions have turned to the moons of Jupiter. The planned demolition of most of them is underway, and his intention is to leave only the "Ancient Twelve", the twelve moons which were the first to be discovered by mankind.

The Unclutter Project is not without its opponents though, in particular the Old Preservers, who have been sending agitators to protest against the destruction. The Old Preservers believe that Halcyon has twisted Feng Shui, betraying the ancient philosophy. The fact that one of the Ancient Twelve moons, Carme, has accidentally been vaporised hasn't helped matters.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Halcyon's big secret is that he is blind. Only Salsa Sook knows and she has instructions never to leave him unattended. Halcyon lost his sight experimenting with Halcytone. His optic nerve was overstimulated and shut down, permanently according to the surgeons. When he met Sook, Halcyon was at the edge of the abyss. She brought him back by teaching him Feng Shui and giving him a new way of seeing things. Sook is his eyes and Halcyon is her vision.

Despite his popularity, Aristotle Halcyon is a bit of a fraud. The paint, Halcytone, was actually invented by Arnauld Klimt (see V5), a scientist working on secret (and illegal) weapons research for Falsh Industries. According to Salsa Sook, Halcyon's connection with Falsh Industries has ruined the person he could have been. His commercial success is outstanding. But Halcyon cheats, twisting the Feng Shui equations around to suit himself and Robart Falsh's schedule for the Unclutter Project. As a result, the Old Preservers

ARISTOTLE HALCYON

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

SKILLS

Convince 3, Craft (Art in all its forms) 4, Knowledge 3 (AoE: Feng Shui), Technology 1

TRAITS

Dark Secret (Major) – His blindness
Distinctive
Eccentric (Major)
Fame (Major)
Impaired Senses (Major) – Blind
Wealthy (Minor)

EQUIPMENT

Gold-topped cane

TECH LEVEL: 6

STORY POINTS: 6

are out to ruin his reputation, and Sook is helping them, albeit reluctantly.

SALSA SOOK

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

Skills: Athletics 2, Convince 3, Craft (Art) 3, Knowledge 4 (AoE: Feng Shui), Subterfuge 1, Technology 2, Travel 2

Traits: Dark Secret (Major: Working with the Old Preservers), Distinctive, Obligation (Major: Aristotle Halcyon)

Technology Level: 6

Story Points: 4

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BRENDA SOOBIE (*Mad Dogs and Englishmen*)

Brenda Soobie, the world-famous Scots-Caribbean songstress, is a Glasgow girl. Her speaking voice has a lilting Scots accent that doesn't come out at all in her singing voice. By 1960, she has a long-running one-woman show at the Hotel Miramar in Las Vegas, in which she belts out all her most popular songs. She never croons or murmurs, but virtually shouts every word of every song, her arms moving sinuously in accompaniment to the music. Brenda sings everything at the same deliciously ecstatic pitch to rapturous applause, the sweat pouring off her. On stage, Brenda is a vision in a diamante-studded sheath of a frock and a cloak of feathers or a boa, her head thrown back as she belts out another song. She has smooth, coffee-coloured skin and wears her hair piled high.

Brenda has already had a very long career by this point. There have been masses of articles and interviews with her, detailing her rise from a poverty-stricken background, through singing in working men's clubs, to the stage of the London Palladium and to the dizzying heights of Vegas. Brenda is a down-to-earth diva, as the world's press have it. But also a woman of mystery who lets no one into her life except for her bright orange poodle, Martha, whom she has kept for years. Some speculate that Brenda is a lonely figure, almost a tragic star. But no one ever gets close enough to her to find out. She seems to have very few friends in or out of show business. Noël Coward (see A74), whom she met at the Royal Variety Performance in 1957, is the exception to that.

Brenda is kept in the style to which she has become accustomed in a luxurious apartment at the very top of the Hotel Miramar, reached only via its own plush, private lift. Her personal transport is stored down in the basement carpark. But Brenda can't leave the hotel. Her suite is the only place she feels really safe from the shadowy goons (later revealed to be agents of MIAOW, see A73) who have been following her.

But the thing that should have time travellers more worried is that many of the songs Brenda sings haven't even been written yet. In every show, she contravenes the laws of space and time, ripping energetically through songs by the likes of Lennon and McCartney, or by people who haven't even been born in 1960!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Brenda Soobie is none other than that most reckless of time travellers, Ms Iris Wildthyme (see A58). She has based the appearance of her third incarnation on Welsh songstress Shirley Bassey in her prime, albeit rebranded as a Scot, complete with a rather conspicuous beehive (in 1960, at least), Bassey's glittering fashion-sense, and an unaccountable but considerable prowess at championship darts!

Under the name Brenda Soobie, Iris has conquered the world with her remarkable ability to belt out songs at a frankly migraine-inducing volume. By 1960, she has been in this incarnation for at least sixty years and, since taking up her singing career, is rather

out of the habit of having full-scale adventures. Since she took up residence in Las Vegas, her red double-decker bus, the Number 22 to Putney Common, has languished in the basement of her hotel. Whether Iris's exile on Earth is self-imposed, perhaps in imitation of that of the Doctor's third incarnation, or whether it has been

BRENDA SOOBIE

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

SKILLS

Athletics 1, Convince 3, Craft (Singing) 5, Fighting 1, Knowledge 4, Marksman 3 (AoE: Darts), Medicine 1, Science 3, Subterfuge 2, Survival 1, Technology 3, Transport 3

TRAITS

Attractive
Boffin
Charming
Distinctive
Eccentric (Major)
Fame (Major)
Feel the Turn of the Universe
Impulsive
Obsession (Minor) – Iris loves the Doctor
Psychic
Technically Adept
Time Lord
Time Lord (Experienced) x2
Time Traveller – Tech Levels 4 and 5
Unadventurous (Minor)
Vortex

TECH LEVEL: 10

STORY POINTS: 6

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forced upon her is unclear.

As is to be expected of Iris Wildthyme, Brenda has been more than a little irresponsible, in this case by giving her friend Noël Coward a pair of pinking shears capable of slashing open the Very Fabric of Time and Space. Coward has been using these to travel up and down his own timeline, trimming and snipping and making mischief on a massive scale.

Brenda's companion for the past sixty years, Martha the poodle, is a refugee from the Dogworld (see L30) and is now elderly. Martha can speak, as can all her kind, and she actually has human hands, a fact she has had to keep hidden under knitted booties. Although Martha claims she has stayed on Earth to protect Brenda, she actually has a completely different agenda. Martha was the deposed Empress of the Dogworld's handmaiden who was rescued just in time and brought to Earth, disguised as Brenda's pet pooch. Noël Coward has written a song that will become the theme of a movie that will inspire a counter-revolution, and Martha needs to ensure that Brenda records it so that Princess Margaret, daughter of the deposed Empress, will finally ascend the Dogworld throne. Martha has helped Brenda to the top of her career and regards her with little more than contempt. Without Martha, Brenda would still be singing in the bars down in Leith docks. Or so she says.

The above information concerns Iris's third incarnation. For a summary of the changing face of Iris Wildthyme (and details of her fifth incarnation), see The Third Doctor Expanded Universe Sourcebook. Details of some of her other incarnations can be found in The Fifth and Sixth Doctor Expanded Universe Sourcebooks and elsewhere in this very volume.

BRENDA'S TARDIS

The stats for Brenda's TARDIS are the same as for the Sixth Iris, provided on page A59.

If Brenda's exile on Earth is not self-imposed, her TARDIS is largely limited to performing as a standard road vehicle, with the stats provided below. With a large expenditure of Story Points (6+), Brenda can get the TARDIS (or just the bus's dashboard) into flight, but her chances of success are slim. In game terms, no matter how well Brenda rolls, she cannot exceed an average (Yes, But) success. Something will always go wrong.

NUMBER 22 TO PUTNEY COMMON

Armour: 2 Hit Capacity: 10 Speed: 5

Traits: Scan, Transmit, Travel

Story Points: 3

MARTHA



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

SKILLS

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

TRAITS

Adversary (Major) – The current Emperor of the Dogworld

Alien

Alien Appearance

Dark Secret (Major) – Agent of Princess Margaret

Keen Senses (Minor) – Smell

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

EQUIPMENT

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

TECH LEVEL: 4

STORY POINTS: 4



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BRIGADIER-GENERAL ADRIENNE KRAMER

(Vampire Science, Unnatural History)

In the 1960s, Adrienne Kramer served as a lieutenant with the United Nations, and in 1969 she assisted Brigadier Lethbridge-Stewart (see A2) against an attack by the Great Intelligence and its Yeti robots in New York. Several years later, Lethbridge-Stewart approved Kramer's transfer into UNIT, at which time she was promoted to the rank of major. At some point in her career, she served in the Gaza Strip.

In 1996 when she first met the Doctor, he was in his seventh incarnation and she was Brigadier-General Kramer, head of the United States branch of UNIT. Although Kramer respected the Doctor's abilities as they prevented Washington DC being dragged into a time rift, she remained suspicious of this incarnation's scheming nature. As Kramer put it, they weren't the best of friends and she viewed him as a manipulative little weirdo who was always up to something behind her back. The following year, Kramer encountered the Eighth Doctor in San Francisco and found this incarnation much easier to get on with. In fact, her respect for the Doctor has developed into a friendship, though she still finds it frustrating that he keeps the details of his plans to himself.

Kramer struggles to understand the behaviour of the Doctor's companions. She's very familiar with UNIT's files on the Doctor and recognises the pattern. Every single companion who has travelled with the Doctor goes through the same process of putting their life on the line for him. The Doctor takes so many foolish risks with them, and they're just ordinary people without the training to walk into war zones. In Kramer's mind, he could get the job done so much better if he'd just work with the professionals instead of putting young innocents in danger.

Unusually for an officer who has reached the rank of brigadier-general, particularly as early as the 1990s, Kramer is both a woman and black. She has a husband, George, and two children, a son named Adam (who is at university in 1997) and a teenaged daughter, Louisa. Kramer also has a nephew who is a stage magician and has taught her a few conjuring tricks.

Brigadier-General Kramer is undoubtedly brave and resourceful. She takes her job and that of UNIT seriously, and she doesn't particularly enjoy working with civilians. She finds they're too flippant and waste time wanting things explained to them or just taking the piss. She's happier dealing with the regular army, who obey her orders and get things done. Like most of the military personnel the Doctor has met over the years, Kramer is far happier preparing a military response to the threats she faces, or at the very least to have military back-up close at hand.

Brigadier-general is equivalent to the rank of brigadier. In conversation, Kramer is normally addressed as General. On duty, she is usually dressed in her UNIT uniform and armed with a remarkably large handgun. Kramer often wears tinted glasses. She remained as commanding officer of the United States branch of UNIT into the 21st Century.

BRIGADIER-GENERAL KRAMER



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

SKILLS

Athletics 2, Convince 4, Craft (Stage Magic) 1, Fighting 2, Knowledge 3 (AoE: Military Tactics, AoE: UNIT), Marksman 4, Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 3

TRAITS

Brave
By the Book
Experienced
Five Rounds Rapid
Friends (Major) – UNIT
Military Rank (Special)
Obligation (Major) – UNIT
Stubborn
Tough
UNIT Veteran
Voice of Authority

EQUIPMENT

Handgun: 6(3/6/9) damage

TECH LEVEL: 5

STORY POINTS: 9

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CHARLTON MACKEREL (*The Tomorrow Windows*)

Charlton Mackerel was in his early teens when he realised there was something fundamentally wrong with the Universe. It was, he felt, incompetent. The problem lay with the people. People were, he realised, rubbish. They made mistakes, often for the best possible intentions. Nevertheless, they were stupid, lazy and selfish, and got things wrong.

Charlton Mackerel decided he would do something. He knew he was not the first person to realise that people were rubbish. But everyone before him had made the mistake of trying to sort things out by telling other people what to do. Charlton decided he would instead help people to help themselves.

Charlton grew up and went to university, but he never forgot his dream. Two important things happened to him at university. Firstly, he enrolled in the Galactic Heritage society (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*). He'd flicked through one of their leaflets and been gobsmacked. Secondly, he discovered the secret of the Tomorrow Windows (see G22).

It was Astrabel Zar, Charlton's tutor in Theoretical Ultraphysics, who gave Charlton the notes that enabled him to build them. Anyone looking into one of the windows could see their most probable future, or several possible futures, each dependent on what they subsequently did and how they lived their lives. Charlton used them to make his fortune in investments. But this was only a precursor to using them to fulfil his dream.

Since then, Charlton has toured them around the galaxy, following an itinerary determined by the list of protected planets included in the Galactic Heritage leaflet he had picked up at university. The planets are all protected by Galactic Heritage, but they're protected because they are primitive worlds and therefore at risk. Mainly from the selfish actions of their peoples. On each world he visits, Charlton demonstrates the Tomorrow Windows and shows the rulers the future effects of their actions. He asks them what they want, and the windows show how this can be achieved. It's meddling with the best possible intentions. But it's still meddling.

Charlton is a round-faced man in his forties, his close curly brown hair receding, his chin adorned with a goatee beard. He wears ill-fitting suits, check waistcoats and brightly coloured cravats. To the people of Earth in 2004 (one of Galactic Heritage's protected planets), he is the very cliché of English eccentricity. Charlton is extremely enthusiastic about his plan. After all, he can't just stand by and do nothing, can he?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The invention of the Tomorrow Windows is a paradox. As a student, Charlton's tutor Astrabel Zar obtained the notes for them from the dead body of his older self on the planet Gadrahadraddon. Gadrahadraddon is a world haunted by ghosts from the future, and it is this that provided Astrabel with the idea for the windows.

CHARLTON MACKEREL

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

SKILLS

Convince 3, Knowledge 3, Science 4 (AoE: Theoretical Ultraphysics), Technology 4, Transport 1

TRAITS

Code of Conduct (Major) – Save people from themselves
Distinctive
Eccentric (Minor)
Technically Adept
Wealthy (Major)

TECH LEVEL: 7

STORY POINTS: 8

Except that Astrabel isn't actually very bright and couldn't have come up with the details himself, so where did the notes come from?

In the meantime, the Tomorrow Windows are ruining the plans of Martin of Frantige Two (see V96), who has sworn to kill Charlton Mackerel!



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CHLOE & JAMAIS *(Timeless)*

Although Chloe looks like a small girl with long blonde hair and wonky blue eyes, and is inseparable from her dolly, she's a lot older than she appears. But she cannot grow, not since her world was destroyed. Chloe is a Time Lord, one of a handful of survivors of the destruction of Gallifrey at the hands of the Doctor during its invasion by Faction Paradox (see V50). Chloe doesn't blame the Doctor for what he had to do. In fact, her guardian Erasmus (see A39), another Time Lord survivor, has told her that their people went rotten and Gallifrey had to be cut out. They refer to the Doctor as the Blessed Destroyer.

How Chloe and Erasmus survived is unknown. Like the Doctor, their second hearts shrivelled and had to be removed for them to live. Chloe and Erasmus were set adrift in time and space with nowhere to go. They wandered eternity and set beacons up for more of their kind. They searched the ashes of dead suns to find the magic of the old stellar engineers and tried to find their old home still alive in other universes. They stumbled on other survivors. There aren't many, but enough to show that the man with the rosette's claim that there are only four surviving "elementals" is incorrect. Or perhaps he wasn't talking about Time Lords.

The survivors that Chloe and Erasmus have met spoke of the holy world of Earth, linked to Gallifrey in the old records and beloved by the Blessed Destroyer, where one-hearted humans dwell, an inventive, invincible, indomitable species. So Chloe and Erasmus headed for Earth, where they now help people and make their lives better.

During their travels in other universes, Chloe found Jamais and rescued him when his world was lost. Jamais has his own time inside his black, furry belly and can breathe it out to transport himself and his companions back and forth through time, space and other dimensions. He can also use time to age creatures to death, but he only uses this to protect Chloe. In his natural form, Jamais is like no animal found on Earth. He is a dark, fat, glistening shape with a sleek, seal-like head that bobs around on the end of a long flagpole neck, and round, indigo eyes. But he can change his shape, and on Earth, he assumes the form of a dog, though an odd-looking one of no discernible breed. Jamais loves Chloe and is her best friend. But he's terribly jealous of her dolly and the affection she shows for it, occasionally snapping at it and leaving teeth-marks in its legs.

Since Jamais can biologically manipulate time, Chloe and Erasmus use his abilities to help people on the Earths of other universes, the lesser Earths which are not part of the primary timeline but which exist in the alternative realities that are gradually disappearing due to Sabbath's actions. Using the business name "Timeless", they find people on these lesser Earths who are hurting, whose lives have not turned out well for one reason or another. Perhaps they suffered an accident, or caught a debilitating disease, or through pure bad luck ended up destitute and alone. Chloe and Erasmus bring them to what she calls "Real Earth", and Jamais sucks their "souls" and breathes them into the body of their double here in

CHLOE



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

SKILLS

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

TRAITS

Code of Conduct (Minor) – Tries to help people
Distinctive
Eccentric (Minor) – Childish and naïve
Feel the Turn of the Universe
Impulsive
Time Lord – Without a second heart, Chloe cannot regenerate or age physically
Unthreatening
Vortex

EQUIPMENT

Dolly
Silver locket [Traits: Lucky. Story Points: 1.]
Chloe's book

TECH LEVEL: 10

STORY POINTS: 8

CHLOE'S BOOK [Minor Gadget]

Traits: Precognition; Restriction – Any attempt to see other than the immediate future requires a Difficulty 18 Presence + Convince roll; a Bad result causes 1 point of damage and a new Minor Bad Trait, and a Disastrous result in 2 points of damage and a new Major Bad Trait (or two Minor Bad Traits)

Cost: 1 point

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this universe to give them a fresh chance.

Obviously, the souls of the people of Real Earth are displaced as the new souls assert themselves. They don't die; they transform into diamonds imbued with their life essence. In the meantime, the physical form of the person brought here from a lesser Earth forms a fund of energy that the transplanted soul must draw on until stability is reached in its new body. Because two identical people cannot be witnessed during the process of stabilisation, the physical form from the lesser Earth is sent off into hiding, ideally to another country.

But final stability can only be achieved once the exhausted original body dies. Otherwise the transferred soul will slowly revert back to its original form as time tries to right the damage. Besides, the process wears them down, making them simple and weak. So Chloe and Erasmus hire a sadistic criminal, Daniel Basalt, to kill the original bodies once they're no longer needed. It's why Erasmus insists that they treat Timeless as a business and must charge for their services. Basalt's payment is the promise of being moved to his best possible world.

Meanwhile the souls from the lesser Earths assimilate into their new form and forget all that they were. They don't remember their previous, inferior lives, nor what has been done to get them a better life. For them, it's like waking from a terrible dream. For Chloe, this is what makes Timeless so worthwhile, seeing the joy on the faces of their clients as they realise that everything's all right now. She is too naïve to see the unethical side of what they're doing to help people.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Chloe met Sabbath (see V122) once. When she touched him, she learned all about the Doctor. But it hurt. When Chloe recovered, there was a book lying beside her and she knew she had to take it with her. The book tells Chloe what is going to happen and what she must do as part of that. But it only reveals itself in snatches, like an edited version. Sabbath has been very precise as to what he wants Chloe to know, in order to lead her to specific encounters and help certain people as part of his plans. Once, Chloe tried to peek at the final page and read the ending, but the book retaliated and twisted her eyes out of shape. She now knows only to read it in order.

Chloe also has a silver locket given to her by a Tsar's daughter a hundred years ago in which she secretly keeps a diamond that Jamais stole from Sabbath for her.

When the proper timeline was finally restored, Anji Kapoor (see A1) decided to leave the TARDIS crew and return to her old life. Chloe persuaded Anji to adopt her and Jamais. She also got Trix (see A22) to provide fake birth certificates and adoption papers.

JAMAIS



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

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Survival 3

TRAITS

Additional Limbs (legs)

Alien

Alien Appearance

Devotion – Chloe

Emotional Complication (Major) – Jealous of Chloe's dolly (see A13)

Impaired (Major) – Mute

Impulsive

Last of My Kind

Mind Transference – Advanced (Special): See *The Sixth Doctor Extended Universe Sourcebook* for the normal Trait; in Jamais's case, he can only move minds from one character into the body of a counterpart from an alternative timeline, and the mind of the counterpart is shunted out of their body, crystallising as a diamond

Natural Weapon (Special) – Time Acceleration:

By breathing time on a victim, Jamais can deliver L(4/L/L) damage which cannot be reduced or prevented by conventional Armour, Forcefield or similar

Shapeshift (Special)

Special – Time Manipulation: Jamais can use his Story Points to manipulate time, freezing, reversing or accelerating time, creating loops, ageing or rejuvenating at will (1 point if affecting an individual, 2 points for the local area)

Vortex

TECH LEVEL: 7

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

COLONEL GRIGORIY BUGAYEV *(Emotional Chemistry)*

The USSR first set up a division of UNIT in the 1970s, the OSSRG (in English, the United Socialist Soviet Intelligence Taskforce), but it was largely seen as an arm of Soviet military intelligence, the GRU, and cooperation with its counterparts in other countries was limited. In the post-Soviet era, Russia still has a UNIT division, known as OGRON (*Operativnaya Gruppy Rasvedkoy Obyedinyonniy Natsiy*), and its relations with the United Nations are still distant.

In 2024, the head of OGRON is Colonel Grigoriy Yevgenyevich Bugayev, a career soldier with some experience of alien encounters and with the Doctor. Back in the 1970s, the then Captain Bugayev met the Third Doctor. He and his men were exposed to something that's been best diagnosed as temporal radiation on a cellular level. Most of them died of old age within months. But Bugayev and a few others are likely to live for a very long time. It's now fifty years later and he doesn't look significantly older.

Bugayev doesn't blame the Doctor for what happened. He's a professional soldier and understands the risks involved. Besides he was a lot more arrogant in those days. But Bugayev has had to live through the deaths of almost all his family: first his father, then his mother, his first and second wives, two sons and a daughter. By 2024, they're distant memories, their deaths not distant enough.

Colonel Bugayev could be described as, if not a communist, then an anachronism. He doesn't agree that the fall of the Soviet Union was necessarily a good thing, believing that it was brought down by greed undermining its foundations. He understands that the old state was flawed, but considers that good could still have sprung up from it. To him, communism is an ideal about the comradeship of the world as a whole, a grand sort of ideal, maybe even a functional, industrial form of Christianity but without the religious ornamentation. But it needs everyone on board for it to work.

Bugayev is a surprisingly subtle soldier and only occasionally has to resort to blunt tactics. He is not afraid of action and is very capable in a firefight. Beneath his habitually dark and uncompromising expression, Colonel Bugayev is an expert interpreter of faces and much more besides. He doesn't usually have to use brute force to get the information he wants from an interrogation. But when he smiles, the expression seems to belong on some other face entirely.

Colonel Bugayev is an educated man. Back at the Suvorov Military Academy, he was a privately passionate reader of the likes of Dostoyevsky, Tolstoy, Turgenev and Chekov, taking in their insights and perceptions of human nature. He considers the lies of his opponents to be a lesser fiction, waiting to be taken apart under his analysis.

If there's one thing Bugayev despises, it's somebody who can't shoulder the responsibilities for their own actions. Don't blame

COLONEL GRIGORIY BUGAYEV

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

SKILLS

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

TRAITS

Brave
Empathic
Environmental (Minor) – Resistant to ageing
Five Rounds Rapid
Friends (Major) – OGRON
Military Rank (Major x3)
Obligation (Major) – OGRON
Tough
Voice of Authority

EQUIPMENT

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

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

your failings on others, on your childhood, on God or the Devil, on the state or anything else. Have the decency and respect to hold up your hand when your head is on the block!

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DAVE YOUNG (1st in *Escape Velocity*)

Anji Kapoor (see A1) met Dave Young at a party her boss Darren had insisted she had to go to. Her first sight of Dave was him sitting in the kitchen arguing about the new version of *Blade Runner*. On paper, they have nothing in common. Anji is a successful futures trader in the City with a good salary and a luxury apartment; and Dave is a struggling actor with an obsession for science fiction and UFOs. But somehow they hit it off.

By 2001, when they encounter the Doctor in Brussels, they have been a couple for five years, and have lived together for three of those. But their relationship has been in a rut since New Year's Eve 1999, when Dave spent the entire evening arguing that the new millennium wouldn't actually begin until 2001. The following 365 days were rocky, and the couple have realised that they've fallen into a dull routine. They've decided to do something about it, and their joint New Year's resolution is to do Wild and Spontaneous Things

In hindsight, perhaps a city break in Brussels isn't the ideal choice for a Wild and Spontaneous Thing. But Dave had argued for it passionately over Anji's preference for Paris, so she agreed. After all, the last time she tried to raise the subject of a holiday somewhere, Dave got very excited about the utterly impractical idea of space tourism. What Dave didn't tell her until they reached Brussels is that the UFO spotters' convention Star Watch 2001 is being held there, and that he fervently wants to go.

Dave is geeky and pedantic, and a big fan of comics and shows such as *Professor X*. He was even cast as a Cybertron in the final series, one of the very few professional acting jobs on his CV. While Anji is working under pressure in the office, Dave spends his time sitting on the sofa, watching TV and occasionally flicking through the HELP WANTED ads. Thankfully, Anji's salary is enough to support them both.

Despite their differences and the rough patch they're going through, Anji still loves Dave in a way. He can be entertaining company, funny, likeable and bright. But he has the ability to annoy her more than anyone else she has ever known.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In Brussels, Anji and Dave found themselves mixed up in an invasion of Earth by the Kulan (see V87), and Dave was killed by the invaders. Anji then became an accidental companion of the Doctor when he promised to return her home but failed.

Anji remains burdened by grief and guilt at Dave's death for a long time, in part because she had been thinking of splitting up with him after Brussels. She writes emails to him for a while, despite knowing he's dead. At one point, she even has a clone of him created from a strand of his hair that she'd kept, but the clone lacked Dave's memories and personality so she left him in the far future, in the city of Hope where he was created.

DAVE YOUNG

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

SKILLS

Athletics 1, Convince 2, Craft (Acting) 2, Knowledge 3, Science 1, Subterfuge 2, Technology 2, Transport 2

TRAITS

Eccentric (Minor) – Geeky and pedantic
Face in the Crowd
Obsession (Minor) – Science fiction and UFOs

TECH LEVEL: 5

STORY POINTS: 6

One mysterious aspect of Dave's life is that he already had traces of Kulan DNA in his body before the invasion. How and why remains unexplained.



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DEE (*The Domino Effect*)

In an alternative timeline in which Earth's technological development has been held back (see *L81*), Dee is a member of a resistance group fighting an underground war against the Star Chamber, the secret rulers of Britain in 2003. Dee is around thirty years old, with long sandy hair pulled back in a ponytail from a heart-shaped face. Her wide eyes regard newcomers with suspicion and often with downright hostility. Dee is used to handling a shotgun and is experienced at making explosives for the group's missions.

The resistance group is based in a top-floor flat in a five-storey building in Tavistock Place in London. It's here that Dee mixes the ingredients for her own special formula of explosive and distils it into glass bottles ready to be fitted with timers. Although the group doesn't approve of terrorism and blowing up innocent people to make political statements, they believe that anyone who fights for the Government is a collaborator and an enemy of the people. The police are particular targets. As the Doctor pointed out, distinctions like that are easy to make in theory, but when they're put into practice, innocent people inevitably get hurt.

Dee is committed to the cause and at times seems to revel in the death and destruction her homemade bombs cause. In her eyes, the police and anyone working with them have lost the right to any consideration when they joined up. She doesn't shy away from taking lives if she feels it's necessary, and will put her own life on the line to carry out her missions.

The resistance's aim is to bring down the Star Chamber. In this world, the British Empire has survived into the 21st Century and is fast becoming a police state. The advancement of science and technology has been systematically suppressed for decades. Every time a research body gets close to making some new breakthrough or discovery, the authorities cut the funding, close the labs and reassign the researchers. Universities have become terrified of bringing down the wrath of the Government, and now the whole world is getting like that.


The resistance has heard of something called the Turing Shroud. Few people even know of its existence, and over the decades it's become something a legend in certain circles. The shroud is rumoured to be a suppressed document, a paper on which Alan Turing (see *A23*) drew the blueprint of a machine that could change the world: a calculating machine. But the Star Chamber has hidden it away somewhere. It's possible that it's held in the Tower of London. But is it just a lure to trap the resistance? Does the Shroud even exist?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor met Dee, it was during the extended period when he had lost his memory. If he weren't suffering from amnesia, he would have recognised Dee as her timeline's version of Dorothy McShane, otherwise known as Ace. She may not have

named her creation Nitro-9 in this timeline, but she's still an expert on making explosives!

DEE



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

SKILLS
 Athletics 3, Convince 3, Craft 3, Fighting 3, Knowledge 2, Marksman 2, Science 4 (AoE: Chemistry), Subterfuge 2, Survival 1, Technology 1, Transport 1

TRAITS
 Adversary (Major) – The Star Chamber
 Argumentative
 Attractive
 Bio-Chemical Genius
 Brave
 Distrustful
 Experienced
 Friends (Minor) – The resistance
 Impulsive
 Insatiable Curiosity
 Past Trauma (Minor) – Various unresolved issues
 Prejudice (Major) – Authority figures
 Quick Reflexes
 Tough
 Wanted (Major) – The police

EQUIPMENT
 Shotgun: 7(3/7/10) damage
 Homemade Bombs: 20(10/20/30) damage in range increments of 5/10/20 metres

TECH LEVEL: 4

STORY POINTS: 9

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DUSHA (*Emotional Chemistry*)

Darya Yurievna comes from Russian peasant stock, but her beauty and radiance saw her find favour with the aristocratic house of Count Yuri Vishenkov. By 1812, she has been adopted into the family as sister to Prince Alexander and the Princesses Natasha and Irena, and clothed in the finest silks and furnished with an education. Alexander loves Darya. The younger sister, Natasha, has given her the nickname Dusha ("soul"), and this is how she is now known. But the older sister, Irena, sees Dusha as a low-class interloper.

Dusha's actions are entirely genuine, born of affection, not affectation. Her radiance infuses everything she touches, enervating the people around her with passion. In fact, her presence is turning the belongings of the Vishenkov family into empathic capacitors, storing tremendous emotional energies within them. None more than a portrait of Dusha herself, so much so that the more intense emotions of those in its proximity trigger reactions manifested in the physical world. Intense heat when in the presence of aggression, anger or jealousy, but other emotions might result in different physical effects. But whatever the portrait causes, it remains unharmed and survives for at least two centuries.

In 2024, the portrait is included in an exhibition of Vishenkov artefacts in the Kremlin Museum in Moscow, where it starts a fire during a violent robbery. Another exhibit is a silver locket once owned by Dusha, which the Doctor and his friends had previously seen in the possession of a young girl, Chloe (see A32), who claimed it had been given to her by a Tsar's daughter a century before. The locket also has a residue of Dusha's influence about it, providing a measure of luck to whoever owns it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dusha's background as a peasant is a fiction, and she is not even human. Dusha is a member of a race of living stars. The being she once was has been split between two mortal bodies as a punishment for giving birth to a child, a crime among their people. The child has also been given a mortal form, that of Aphrodite Diamante (see A26), who calls their race Magellans, as her parent was seeded in the Greater Magellanic Cloud.

While one half of the Magellan was transformed into Dusha and sent to the early 19th Century, the other half became Razum Kinzhal (see V118), a military leader fighting a world war in the year 5000. Razum is the embodiment of the intellect of the Magellan they once were, while Dusha houses the emotions, hence her acting as an empathic capacitor.

As further punishment, and to prevent the two mortal bodies from reuniting themselves, Dusha and Razum are both inhibited from travelling through time. It's imprinted within them as a biological function, so that if either of them attempt to do so by whatever means, their physical bodies will be immediately and

DUSHA VISHENKOVA

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

SKILLS

Athletics 2, Convince 6, Craft (Dancing) 4, Knowledge 3, Subterfuge 1

TRAITS

Alien

Attractive

Charming

Empathic

Lucky

Special – Empathic Capacitor: By spending 2 Story Points, Dusha can give an object the Lucky Trait; by spending more, she can grant other Traits to an object with which she has a close connection (note that this Trait usually works without Dusha's conscious wish)

Special – Living Star: If reunited with Razum Kinzhal, they will transform back into their true form

Time Traveller (Minor) – Tech Level 4

Weakness (Major) – Cannot travel through time; any attempt by whatever means would kill her

TECH LEVEL: 8

STORY POINTS: 8

utterly destroyed. Despite this, Razum has a plan to reunite them using the time travel technology developed in the 51st Century by Magnus Greel (see *The Talons of Weng-Chiang*). But even if he were successful, the energy released by the transformation of Dusha and Razum back into a living star would destroy the Earth.

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EQUINOIDS (*Perceptions/Coda, Placebo Effect*)

As their name would suggest, Equinoids are a bipedal, horse-like species. Unlike the Earth animals they resemble, Equinoids have human-like hands instead of front hooves. But despite this, they're perfectly comfortable with standing on all fours. An Equinoid's skin is a vibrant pattern of purple and yellow polka-dots, the first thing most would notice about them.

Equinoids appear to be quite advanced in comparison to humanity, already being a part of the intergalactic community and possessing impressive technology during Earth's Victorian era. Culturally, the species has a tendency to respect galactic law, and they're baffled as to why any species could have a prejudiced or otherwise imperfect legal system.

While the Third Doctor met some of this species at the Third Galactic Peace Conference, it wasn't until early into his eighth incarnation that the Doctor became personally acquainted with any Equinoids, specifically a married couple named P'fer'd and M'rek'd.

P'fer'd and M'rek'd became stranded in Victorian London. They used their large, emerald spaceship's in-built Mark III Image Inducer to make it appear to be a building rented by a law firm, and the duo tried to adapt to the local judicial system to make a living until they could obtain assistance from any off-worlders who could see past the ship's disguise. Thankfully the Doctor, Stacy and Ssard (see A21) helped repair the ship and saved M'rek'd from a freakshow run by a mysterious group of alien shapeshifters, reuniting her with her husband.

P'fer'd and M'rek'd would later perform the duties of ushers at Stacy and Ssard's own wedding on Micawber's World (see L70), the two couples having remained in contact with each other. While we don't know of any other times the Doctor's encountered them, it stands to reason that he would make use of his friends' great legal knowledge given the number of crime-related scenarios he often finds himself in.

MARK III IMAGE INDUCER

The Image Inducer bears similarities to a perception filter, making a spaceship's exterior and interior be perceived as something else and extending this ability to its passengers. It does have its downsides: it takes up so much energy that the spaceship it is installed in can hardly do anything else when the Image Inducer is in use.

Likely developed for studying primitive races, the Inducer simply doesn't work on observers of scientifically advanced cultures. In gameplay terms, individuals with Technology Levels up to five cannot see past the Inducer at all, TL6 may see aspects of both real and projected images, and TL7 and above can completely see through the Inducer's effects.

EQUINOID

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

SKILLS

Athletics 3, Convince 3, Craft 1, Knowledge 4 (AoE: Intergalactic Law), Science 1, Subterfuge 2, Survival 1, Technology 2, Transport 2

TRAITS

Alien
Alien Appearance
By the Book – Intergalactic Law
Logical (Minor)
Person of Repute
Run for Your Life!
Screamer!
Sense of Direction
Stubborn
Trampl

For P'fer'd and M'rek'd in particular, add Inspiring Love, Empathic and Wealthy (Minor)

TECH LEVEL: 6

STORY POINTS: 5-8

MARK III IMAGE INDUCER [Major Gadget]

Traits: Area Effect (Major), Face in the Crowd, Hungry (Major), Restriction – Only works on less technologically advanced species

Cost: 2 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ERASMUS *(Timeless)*

Erasmus is one of the very few Time Lords who survived the destruction of Gallifrey at the hands of the Doctor. After the loss of his world, he searched for other survivors with his ward, Chloe (see A32). They found a few, and eventually headed for Earth, a world beloved of the Doctor, whom Erasmus calls the Blessed Destroyer. Far from hating the Doctor, Erasmus believes that Gallifrey had grown old and rotten and needed to be culled. Like the Doctor, both he and Chloe have had to remove their second hearts, which began to shrivel up after the loss of their home.

During their travels, Chloe acquired a new friend, Jamais (see A32), in one of the alternative universes. Jamais can breathe time, allowing him and his companions to walk into the past, the future and other dimensions. With Jamais's abilities, Erasmus and Chloe decided to help people. Erasmus insisted that this had to be set up as a business, so they settled on Earth and established the Timeless organisation.

Erasmus's TARDIS has become the company headquarters. In 2003, it is located on the Fulham Palace Road in London. The entrance door is plain and green, but inside, the office suites are expansive wood-floored spaces. Large circular windows show views that you shouldn't be able to see, views that change with each visit. There could be a forest outside, or a castle, or a country scene as if from an old British painting, or something out of a science-fiction story. Different worlds, but all somehow the same.

For a Time Lord, Erasmus seems simple. There is no trace of mischief or malice about him. Everything about him seems slightly oversized, from his eyes and nose to his limbs and head. Although he is often smiling happily, Erasmus can be childish and is even better at sulking than Chloe, his doughy features pressing into a frown. He takes his duties as Chloe's guardian very seriously, protecting her now as he did in the Old Time. He doesn't allow her to go travelling by herself, but Chloe loves to take Jamais for walks back to the Big Bang and watch the beginning of everything. If Erasmus finds out though, he gives her a good spanking! Even so, Chloe considers herself governed more by her book, which gives her glimpses of the future, than by poor, silly, half-brained Erasmus.

Erasmus's mission is to do good, like his Blessed Destroyer did. He knows they can't help everyone, just those that Chloe's book guides them to. Between them, they save people from alternative Earths, whose lives have gone wrong, bringing them to the primary Earth and transplanting them into the bodies of their more successful counterparts. Obviously the "souls" of the people from the primary Earth are supplanted, and the physical bodies from the inferior Earths have to be killed and disposed of. But Erasmus can't let himself be worried by the details and contracts out the murders and disposals part of the business to a thuggish criminal named Daniel Basalt. He doesn't like to think that his actions inevitably have consequences. Why is it not enough simply to do good things?

ERASMUS

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

SKILLS

Athletics 1, Convince 2, Knowledge 3, Science 2, Survival 3, Technology 3, Transport 2

TRAITS

Bottom of the Class (Special)
Code of Conduct (Minor) – Help others
Distinctive
Eccentric (Minor) – Erasmus can be childish and sulky
Feel the Turn of the Universe
Obligation (Major) – Chloe
Single-Minded (Major)
Time Lord – Without a second heart, Erasmus cannot regenerate
Time Lord – Experienced
Time Traveller – Tech Level 5
Vortex

EQUIPMENT

TARDIS – use the stats for a Modern TARDIS from *The Time Traveller's Companion*

TECH LEVEL: 10

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ERIC BLAIR *(History 101)*

Eric Arthur Blair was born in India in 1903. His mother returned to England with Eric and his older sister the following year, but his father remained in India, where he worked in the Opium Department of the Indian Civil Service. Blair later described his family as “lower-upper-middle class”.

Although his family could not afford private school fees, Blair won scholarships to Wellington College and Eton, but his poor academic achievements meant that he did not attend university. Instead, he enrolled in the Imperial Police and served in Burma from 1922 to 1927. On returning to London, Blair began to explore the working class areas, using his experiences to write *The Spike*, an essay published in 1931. Having also spent 1928-29 in the 5th Arrondissement of Paris, *Down and Out in Paris and London* followed two years later. It was for the publication of the latter that Blair chose the pen name by which he is much more famous, not wanting to embarrass his family with his exploits as a tramp: George Orwell. Despite his intellectual attachment to the working classes, Blair was not a gregarious man, and his discomfort was exaggerated when in the company of those from outside his own middle class background.

Blair continued to write as Orwell. But in 1936, he decided to go to Spain to join the left-wing Republicans and fight in the Spanish Civil War (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), having become increasingly concerned over Francisco Franco’s military uprising. On arriving in Barcelona, he declared “I’ve come to fight Fascism!”

Blair joined the Workers’ Party of Marxist Unification, serving with a unit from the affiliated British Independent Labour Party. He found himself involved in trench warfare, in which he had to be extra careful because of his 6’ 2” height. But Blair quickly became disillusioned with the infighting between the communists and other left-wing factions, later writing of “the horrible atmosphere produced by fear, suspicion, hatred, censored newspapers, crammed jails, enormous food queues and prowling gangs of armed men”.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1937, Blair became possessed by the Absolute, a sentient surveillance system sent to record the Civil War. He now took the name Burton (an alias he had used as a tramp) and became a torturer for the Republicans, with the controlling Absolute (see V2) using him to try to regain an objective view of the war. One of his victims was Anji Kapoor (see A1). The Doctor managed to free Blair’s mind and he helped Anji escape. Blair was shot in the neck in the process and smuggled out of Spain.

Blair survived and returned home to England. He wrote *Homage to Catalonia*, an account of his time in Spain, and went on to produce some of his most famous works, including *Animal Farm* and *Nineteen Eighty-Four*, but died of tuberculosis in 1950 at the age of forty-six. As George Orwell, Eric Blair is remembered as one

ERIC BLAIR

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

SKILLS

Athletics 2, Convince 2, Craft (Writing) 6, Fighting 3, Knowledge 4, Marksman 3, Medicine 1, Subterfuge 3, Survival 3, Technology 1, Transport 2

TRAITS

Adversary (Major) – Fascists, in particular the Spanish Nationalists

Brave

Code of Conduct (Major) – Strong social and political values

Experienced x2

Fame (Minor)

TECH LEVEL: 4

STORY POINTS: 6

of the great English writers of the 20th Century, specialising in social and political commentary and satire.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ERSATZ COMPANIONS OF THE EIGHTH DOCTOR

Shortly after parting ways with travelling companion Izzy (see A12) but before being joined by Destrii (see A5), the Doctor went through a brief period of travelling alone. He found this difficult, quickly noticing himself growing bored and listless without anyone to share his travels with. During this time, he considered offering the position of crew mate to numerous individuals who, for one reason or another, didn't take the call. While the main allure of such would-be companions is them actually joining for further adventures, their atypical natures mean they might also be inspiration for your own original companions. If all else fails, they'd certainly make for interesting one-off guest characters!

BILLY WILKINS (*Doctor Who and the Nightmare Game*)

Billy Wilkins was getting used to Delchester United's dreadful record over the 1976/77 football season, but even he didn't expect his favourite team to lose because some weirdo materialised a police box in the middle of the pitch! The cockney-accented youth was even more surprised when the weirdo introduced himself as the Doctor, only for them both to be attacked by slimy green aliens (see V104). While other kids might have panicked or hid behind the sofa, Billy was excited. After all, they look like they could have come from the pages of his favourite sci-fi comics. While his desire of excitement would drive him to get captured by the Morgs alongside the Doctor, Billy pulled through in the end with his very specific skill set: a headball right into the big one's weak spot!


In strict contrast to other children who've held the companion position, Billy is immature for his age. He's certainly no mature super-genius like Adric or Nyssa. This proved to be a double-edged sword. While he took the alien invaders in his stride, he was so impressed by them that he barely took any heed of the danger they put him in. Billy's comic strip-obsessed mind also meant that he was quickly disappointed by the Doctor's peaceful nature, annoyed that he didn't possess weapons or super-strength.

All things considered, it's for the best that the Doctor's offer of a trip in the TARDIS went unheard over the roar of the stadium.

EDIPHIS (*The Power of Thoueris!*)

A humble trader of oils and cloth in Ancient Egypt, Ediphis spends much of his time ferrying his wares up and down the River Nile on a small boat. While proud of his culture's civilised nature, he's kind enough to give a strange foreigner the offer of a relaxing river tour on a lazy, sunny day... of course, that man happened to be a doctor and far more foreign than Ediphis had assumed! It didn't take long for the pair to be confronted by the return of the ancient Osiran Thoueris (see V138), who immediately demanded tribute and worship.

BILLY WILKINS



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

SKILLS
 Athletics 3 (AoE: Football), Fighting 1, Knowledge 3 (AoE: Comic Strips), Subterfuge 1, Survival 1

TRAITS
 Brave
 Face in the Crowd
 Impulsive
 Stubborn

TECH LEVEL: 5

STORY POINTS: 8

While Ediphis started grovelling out of fear of the gigantic hippo alien, his new friend gladly spoke sacrilege and planned to take down the god! Having it explained to him that Thoueris was technically just an all-powerful extra-terrestrial and not a god still didn't do too much for Ediphis's confidence. Still, he had no choice but to assist the Doctor when it was pointed out he wouldn't get much trading done with a gigantic hippo blocking the river. He helped the Doctor's plan by clever application of his own oil, slipping up the false god.

Ediphis found the Doctor's stories of other worlds fascinating, even if he had trouble understanding the finer details about time travel and other planets. Despite this scepticism, he is a firm believer in his culture's pantheon, often exclaiming Ra's name and worrying about being condemned to suffering in the underworld. While an intelligent man, Ediphis's trouble grasping some the ideas about the Doctor's lifestyle would have made TARDIS travel quite interesting!

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EDIPHIS



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

SKILLS

Athletics 2, Convince 3 (AoE: Bartering), Craft 1, Fighting 1, Knowledge 2, Survival 3, Transport 3 (AoE: Sailing)

TRAITS

Code of Conduct (Minor) – Adheres to his religious faith

Cowardly
Indomitable
Quick Reflexes
Sense of Direction
Unthreatening
Uncreative (Minor)
Well Mannered

EQUIPMENT

Various oils and pieces of cloth

TECH LEVEL: 1

STORY POINTS: 6

a mysterious hooligan nicknamed Spring-Heeled Jack (see A81) who seems intent on hunting her down at any cost.

Weirder still, Penny could have sworn she's had nightmares featuring Jack for as long as can remember, despite only just being attacked by him. Of course, there's also the matter of her weird tattoo that she doesn't want anyone to see...

Still, Penny took the excitement in her stride; the fact she was instantly smitten with this romantic hero the Doctor was just an added bonus. This combined with an inquisitive mind made her demand the Doctor take her with him to track down Jack, something he was all too happy to oblige. Jack was easy to locate, having electronic technology that stuck out like a sore thumb in Victorian England in the very gasworks where Penny is employed.

Investigating, they found a large glass ball with tubes attaching it to every gas lamp in the city. The ball contained a proto-morphic lifeform. Upon seeing it, Penny launched into another trance, claiming that "the Pyrodines are coming"... before telling the Doctor that she remembered everything.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Penny's true name is Morjanus. She is an alien scientist from a warlike people and developed the Pyrodines herself to commit an act of genocide on another race. This other race is Jack's, and he has been sent to hunt her down before she can use it... especially as she plans to unleash the first test run on Earth.

Penny wasn't putting on act. She truly believed everything about her false identity, Morjanus deliberately lying dormant in Penny's subconscious to avoid Jack's psychic detection, as her alien mind would have been easy to find. Her odd trances were Morjanus attempting to emerge ahead of time, having become disgusted with watching Penny's happy and peaceful life. Her tattoo is of an alien symbol of hate, something that Jack has been trying to find to confirm her identity.

Morjanus is not only a cold, manipulative mastermind, but has the physical strength to bend steel bars with ease.

A carefully planned psychic attack from Jack could end up erasing Morjanus's consciousness, leaving only Penny Chapman's identity without any memory of the events.

While the Doctor opted to not bring her along on his travels, Penny certainly makes an interesting prospective companion. What if a companion's other identity was a long-term mystery, with them secretly pulling the strings without anyone (including their fronting identity!) knowing until it's too late? If the companion had their mind erased of the event like Penny, how would they react if they found out the truth?

PENNY CHAPMAN *(The Curious Tale of Spring-Heeled Jack)*

A native of the Victorian era, Penny Chapman grew up on a farm in Essex (evidenced by her thick accent) before moving to London in search of excitement beyond hunting foxes with shotguns. After three dull years of working in a local gasworks, she came across the Doctor. He became curious about her odd habit of slipping into sleepwalking trances and muttering cryptic sayings about 'the essence.' Penny assumed it was just a quirk of hers, but it may be more than that, especially as she seems to be stalked by

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PENNY CHAPMAN



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

*Information marked with an asterisk only applies to Morjanus.

SKILLS

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

TRAITS

Alien
Amnesia (Major) – Only while she remains as Penny
Attractive
Brave
Bio-Chemical Genius*
Distinctive – Odd tattoo
Dark Secret (Major) – Even to herself!
Hypnosis (Major)*
Innocent
Insatiable Curiosity
Menacing*
Prejudice (Major) – Xenophobic towards other species*
Stubborn
Technically Adept*
Wanted (Major) – By Spring-Heeled Jack

TECH LEVEL: 4/6*

STORY POINTS: 8

PYRODINES

These artificial, combustible creatures are formed by connecting a specific kind of proto-morphic lifeform to a source of gas over a prolonged period of time. At first, every connected gas source (in this case, every gas lamp in Victorian London) will start to leak. Then, each will burst into flames that slowly form into a humanoid shape, not unlike stereotypical depictions of phantoms. While the Pyrodines are capable of basic speech and following simple commands, they're so simplistically minded as to be immune to all psychic probes and attacks. They are seemingly indestructible, but will dissipate if the originating lifeform is destroyed.

PYRODINE

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

Skills: Athletics 1, Fighting 1, Survival 1

Traits: Alien, Alien Appearance, Flight (Major), Immunity (Immune to most physical and psychic attacks), Impulsive, Fear Factor 2, Natural Weapon (Minor: Flaming Bodies – Inflict Strength +2 damage by touch), Special – Gaseous Form (Being composed of gas, Pyrodines can pass through the smallest gaps), Weakness (Major: If source is destroyed, they dissipate into nothing)

Story Points: 1-2



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THE FOUR (*The Scarlet Empress*)

The Four were a group of mercenaries operating on the planet Hyperso (see L56). They were Major Angela (otherwise known as the Bearded Lady), Gila, the Mock Turtle and the Cyborg Duchess. They could be hired to do anything, rescue anyone, kidnap anyone, kill anyone, start little wars, that sort of thing. They were famous and people used to queue up for their services. Then tensions about a commission from the Scarlet Empress (see V 126) broke the merry band up and they went their separate ways, scattering across Hyperso. Now, ten years later, the Scarlet Empress wants to get them back together again.

Major Angela, the Bearded Lady, has the strength of ten men and flies the trapeze, apparently. She is one of the lesser rulers on Hyperso, content to be self-declared queen of the forest and bears of Kestheven. Angela had come to Hyperso for a spot of shore leave years ago, but was trapped here after a changeling creature killed her crew and blew up her ship. She set herself up as a freelance troubleshooter and met first Gila, then the Mock Turtle and finally the Cyborg Duchess, becoming a famous adventurer along the way. Now Angela is ruler of the bears of Kestheven, a peaceful people with a civilised society, who shave their golden fur off each day. Although little light penetrates the bears' forests, depriving Major Angela of her sight, she is convinced that her beard gives her some form of sixth sense, bristling and whispering to her.

Gila is the only one of the Four who remained in the city of Hyperso after they broke up. He is a reptile-man and may in fact have once been an alligator. His flesh is thick and scaled, a bland, anaemic white, and his eyes are a narrow, baleful green. Gila speaks with a slight lisp, which rather takes the edge off his threatening appearance. But he is extremely strong and arrogant, and has an avaricious streak about him. He seems to be slowly devolving back into the alligator he once was.

Since the Four parted ways, the Mock Turtle has been imprisoned by the Scarlet Empress in a land of snow in sight of the sea, within a block of ice pierced by a bewildering array of knives and scimitars. If the blades are all removed, the ice will begin to melt and the Mock Turtle will revive. As his name suggests, he is a turtle – or almost a turtle, as his forelegs end in shiny, pointed, delicate hooves. Being a turtle, he has a protective shell, but he is slow on land. As a member of the Four, all the watery assignments fell to the Mock Turtle. As well as being an excellent swimmer, the Turtle is a low-level telepath and his active mind has been able to keep abreast of current affairs.

As for the final member of the Four, Major Angela found the Cyborg Duchess during an off-world mission. The Duchess was one of an army of cyborgs that the dastardly vizier Sit al-Husn had created using a colony of humans for raw materials. Angela, Gila and the Mock Turtle had demolished the rest of the army, but the Duchess had found the conscience to help them win. She is a fighting machine, a metal warrior with an electronic voice. Only her heart is still flesh. She flails and whirls into battle, her arms

MAJOR ANGELA, THE BEARDED LADY

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

SKILLS

Athletics 5 (AoE: Trapeze), Convince 4, Fighting 5, Knowledge 2, Marksman 3, Subterfuge 4, Survival 3, Technology 2, Transport 2

TRAITS

Alien
Alien Senses – Sixth Sense
Authority (Major)
Brave
Distinctive
Fame (Minor)
Insatiable Curiosity
Military Rank (Special)
Tough

EQUIPMENT

Scimitar: Strength +2 damage
Jar containing Cassandra

TECH LEVEL: 7

STORY POINTS: 8

becoming dancing blades to slaughter her opponents. The Cyborg Duchess has retired to Fortalice, an isolated mountain town that has cut itself off from the outside world and resists anything that threatens to bring change.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The reason the Scarlet Empress wants the Four to be reunited is that she believes that one of them has stolen the jar containing Cassandra, the very first Scarlet Empress. This is correct.

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Major Angela kidnapped Cassandra in order to try to learn the fundamental secrets of existence from her, and she carries the jar with her. Cassandra is a wizened, misshapen creature swimming in a life-preserving syrup within the jar. She is hundreds of thousands of years old, with eyes both sunken and brilliant, and tiny, spindly hands.

Cassandra resents being stolen by Major Angela and just laughs at her. All she wants is to return to the chambers deep beneath the Scarlet Palace for a well-deserved rest. If freed from her jar, Cassandra is like a genie released from a bottle. She becomes a towering presence, physically and otherwise, a giant with the power to defy the current Scarlet Empress and turn time back to the start of her reign to put all things right.

GILA



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

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Survival 5

TRAITS

Alien
 Alien Appearance
 Armour (5 points)
 Arrogant
 Environmental (Minor) – Can remain underwater for extended periods
 Fame (Minor)
 Impulsive
 Selfish

TECH LEVEL: 7

STORY POINTS: 4

THE MOCK TURTLE



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

SKILLS

Convince 2, Fighting 2, Knowledge 3, Subterfuge 4, Survival 3

TRAITS

Alien
 Alien Appearance
 Armour (5 points)
 Environmental (Minor) – Can remain underwater for extended periods
 Fame (Minor)
 Psychic
 Slow – The Mock Turtle's Speed is reduced to 1 out of water
 Telepathy

TECH LEVEL: 7

STORY POINTS: 4

HESTHEVEN BEAR

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 3, Resolve 3, Strength 5
Skills: Athletics 2, Fighting 2, Subterfuge 1, Survival 3
Traits: Alien, Alien Appearance, Tough, Well-Mannered
Tech Level: 7
Story Points: 2-4

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THE CYBORG DUCHESS



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

SKILLS

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

TRAITS

Armour (8 points)
Cyborg
Fast (Minor)
Fame (Minor)
Natural Weapons (Minor) – Blade Arms: Strength +2 damage

TECH LEVEL: 7

STORY POINTS: 4

CASSANDRA



AWARENESS	3	PRESENCE	5/8*
COORDINATION	1/4*	RESOLVE	5
INGENUITY	6	STRENGTH	1/10*

*Cassandra gains the Attributes in brackets if released from her jar.

SKILLS

Convince 6, Craft 4, Knowledge 7, Subterfuge 2, Technology 3; if released from her jar, she also gains Athletics 2 and Fighting 3

TRAITS

Alien Appearance
Eccentric (Major)
Impaired (Major) – Confined to her jar unless released by others
Indomitable
Size – Tiny (Major)
Voice of Authority

If released from her jar, Cassandra gains the following additional Traits:

Size – Tiny is replaced with Size – Huge (Major)
Special – Restart Time: By spending all her available Story Points, Cassandra can turn time back to the start of her reign and rule once more
Tough

TECH LEVEL: 7

STORY POINTS: 10



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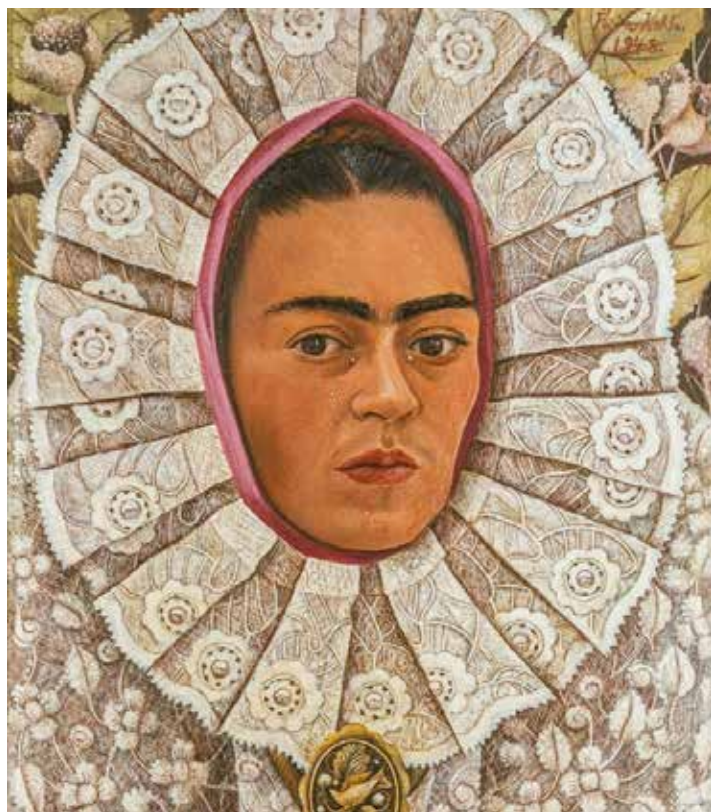
FRIDA KAHLO AND DIEGO RIVERA *(The Way of All Flesh)*

Born in 1907, Frida Kahlo was a Mexican painter known mainly for surrealist portraits. She was initially planning on a career in medicine before a near fatal bus accident at eighteen, causing lifelong pain. This combined with polio at a young age made her turn to art.

While Kahlo's work was well-known in her own lifetime, it wasn't until the 1990s that she gained widespread international recognition, elevating her status to one of the most iconic Mexican artists to have lived. One of the main qualities her art is celebrated for is her frank and honest depictions of women, exaggerating and focusing on features considered traditionally unattractive. This is identifiable in her own self-portraits, depicting her prominent nose and monobrow.

Like most Mexican artists of her generation, Kahlo was invested in the movement of *Mexicanidad*, a romantic embrace of Mexico's culture in defiance of pushed colonial beliefs claiming it as inferior. Frida developed a fashion sense of traditional indigenous outfits from her ancestry, consisting of flowing skirts, headdresses and jewellery.

Frida joined the Mexican Communist Party, where she met her future husband, Diego Rivera. The couple's wedding in 1929 drew media attention. This was in part due to Diego being twenty years his wife's senior, and partly due to the size disparity between the two, Frida's parents nicknaming the pair 'the elephant and the dove.'



FRIDA KAHLO



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

SKILLS

Convince 1, Craft (Painting) 6, Knowledge 4, Medicine 2, Subterfuge 1, Survival 1, Technology 1, Transport 1

TRAITS

Arrogant
Brave
Distinctive
Eccentric (Minor)
Empathic
Fame (Minor) – Increased to Major after her own lifetime
Impaired – Due to various medical issues, any roll that requires abrupt physical action has a -2 penalty
Inspiring Love – Diego Rivera
Past Trauma (Minor) – Disabling bus accident
Stubborn
Unattractive
Voice of Authority
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 8

Diego was himself famed for his impressively gigantic murals and beliefs just as fervent as his wife's. In 1926, he had joined the Mexican branch of the Ancient Mystical Order Rosae Crucis, an occult group, claiming he wanted to sneakily introduce his own culture into a "Yankee organisation". This affiliation came back to bite him later in life when he tried to be readmitted to the Mexican Communist Party, who found the group's Freemasonry

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leanings suspicious. Despite these ties, Diego was a proud atheist.

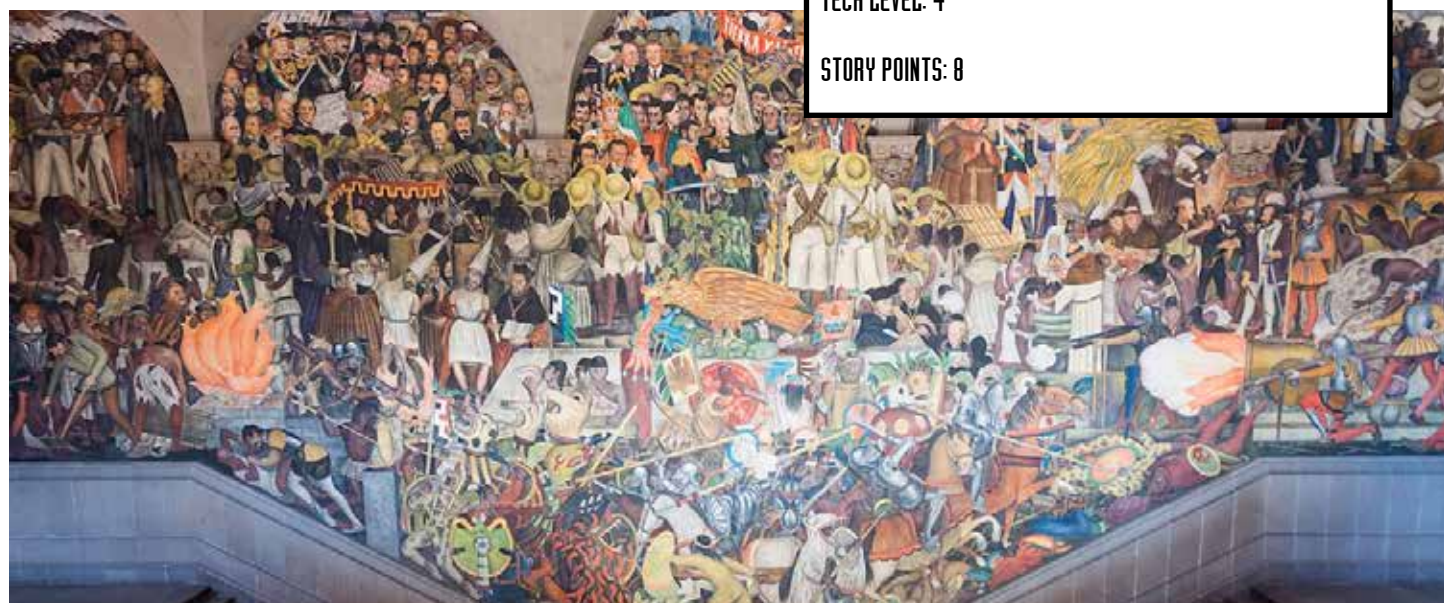
The couple would stay in various American cities, including New York, Detroit and San Francisco, as Rivera took mural commissions. They found their reputation preceding them in the latter city, where influential collectors and clients lionised the increasingly popular artists. Frida in particular impressed the masses with her fluency in English and bold statements about being a greater artist than her husband. While the two enjoyed aspects of American culture such as industrialism, they both had a disgust for the rich capitalists.

In 1939, the couple returned to Mexico, where they divorced. The most likely reason for the breakup was that both partners had committed various acts of infidelity over the years, including Frida's long trysts with artist Isamu Noguchi and photographer Nickolas Muray. Despite this, they remained on close, friendly terms.

Frida would eventually pass away in 1954 at only forty-seven years old due to various medical complications. She seemed to almost anticipate her oncoming death, drawing skeletons and angels in her private diary. The last drawing was that of a black angel, accompanied by the words "I joyfully await the exit – and I hope never to return – Frida."

A year after Frida's death, Diego would marry Emma Hurtando, his agent since 1946. He would live to become seventy, passing away in 1957.

The Doctor met the couple on *Día de los Muertos*, 1941, Frida and Diego proving to be integral in stopping the machinations of Susini of the Wasting Wall (see V137) and the Torajenn (see V141). Much later, in his tenth incarnation, the Doctor mentioned visiting the couple many times since then, including them in the list of historical figures with whom he has likely shared numerous untold adventures across multiple regenerations.



DIEGO RIVERA



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

SKILLS

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

TRAITS

Charming
Distinctive
Eccentric (Minor)
Epicurean Tastes
Empathic
Fame (Minor)
Inspiring Love – Frida Kahlo
Stubborn
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 8

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THE GALACTIC FEDERATION *(Placebo Effect)*

When the Earth Empire collapsed at the end of the 30th Century, it left a power vacuum. Hundreds of planets which had been Earth colonies suddenly found themselves to be independent, and both human colonists and non-human indigenous races had to develop new ways of working together. Whereas the Empire had been run on repressive lines with non-humans largely marginalised, a new way of thinking developed. One of co-operation borne of necessity.

This new mindset also extended towards planets and species which had been beyond the Empire's boundaries, including ones which Earth had previously regarded as enemies, and vice versa. The end result of this age of diplomacy was the founding of the Galactic Federation in the first half of the 32nd Century. The signatories of the Galactic Charter that established the Federation were Earth, Draconia, New Mars, Arcturus and Alpha Centauri, and their aims were the promotion of trade, cooperation and peaceful relations among the Federation's members.

Initially, the Galactic Federation's headquarters was on Alpha Centauri, while the Federation chair was established on Io, one of Jupiter's moons. Under the Charter members of the Federation retain full sovereignty, so the Federation cannot interfere in local laws or customs other than in exceptional circumstances. The role of chair is rotated among the various members, each chair being for a limited term only. Any decision has to be passed by unanimous vote, with the result that the Federation can be slow to react to emergencies and rapidly changing situations.

Over the following centuries, dozens of other planets joined the Galactic Federation. The Federation often uses Ice Warriors as its security forces and Ogri as guards, with Judoon troops occasionally hired to deal with emergency situations. A humanoid but brutally militaristic race known as the Vachysians often act as the Federation enforcers. Green-skinned Jadeans read as blank by telepaths and are skilled mathematicians, and so are widely employed as the Federation's administrators.

During the 40th Century, the Federation fought conflicts against Galaxy 5 and the Orion androids (see Vol.2).

MEMBERS OF THE FEDERATION

The founding members of the Galactic Federation were **Earth**, the Ice Warriors of **New Mars**, **Alpha Centauri**, **Arcturus** and **Draconia**. Other early inductees into the Federation included the **Terileptils**, the **Veltrochni** (see *The Second Doctor Expanded Universe Sourcebook*) and the **Xarax** (*Third Doctor*), all of whom were members by the beginning of the 35th Century. Although Terileptus, the planet of the Terileptils, was destroyed circa 3400, groups of off-world Terileptils survived and remained part of the Federation. Many of Earth's former colony worlds, now independent following the collapse of the Earth Empire, joined over the centuries after the Federation's founding, an early example being **Arviem 2** (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*).

Peladon was admitted to the Galactic Federation in 3885, though it withdrew a century later only to re-join within a few decades. By the 40th Century, membership of the Federation had expanded greatly. The **Foamasi**, **Lurmans**, the **Vegans** of Vega Nexos, **Jadeans** (see main text), **Vachysians** (see main text), the **Nadurni** (see *The Eleventh Doctor Expanded Universe Sourcebook*), **Pakhars** (*Seventh Doctor Vol.2*), **Equinoids** (see A38) and dozens more are all members by now.

Many other races may be found in Federation space by this time, even though they might not formally be members. Prominent examples include **Adipose**, **Judoon**, **Ogri**, **Dreilyn** (otherwise known as Heat Vampires; see Olla in *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), **Werelox** (*Fourth Doctor*), **Kleptons** (*First Doctor*) and **Meeps** (see Beep the Meep in *The Fourth Doctor Expanded Universe Sourcebook*).

In the 4010s, war with the Daleks split the Federation and it barely survived, with many of the smaller members' planets having been destroyed or devastated. When the Federation reformed, it was no longer a democratic organisation, but was under the control of the Chen Dynasty of Federation Emperors, the descendants of Mavic Chen (see *The Daleks' Master Plan*).



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GEORGE WILLIAMSON (*Camera Obscura, Time Zero*)

In 1938, the Doctor purchased the journal of an 1894 expedition to Siberia, written in the handwriting of Fitz Kreiner (see A10) who it seems will be part of it. But the expedition disappeared without trace and all its members are believed to have died. So, when Fitz meets George Williamson, another of the expedition's members, in London in 1893, the Doctor knows that this encounter will lead to Fitz's death. He regrets it, but is resigned to losing his friend of many years.

George Williamson is a dark-haired young man of about Fitz's age and with a scholarly air about him. George is a geologist and an enthusiastic one at that. But he also has an interest in fossils as, combined with the rock strata, they give a dynamic picture of the Earth's history. George is keen to be part of the scientific movement that in the second half of the 19th Century has been challenging all the old ideas. He is astounded that there is still resistance to the evidence that God did not create the world in seven days.

George invited Fitz to attend a talk about the upcoming expedition to Siberia, and it naturally follows that Fitz signs up to join it. The expedition doesn't depart until the following year. By then, the expedition leader Paul Anderton has fallen ill with appendicitis and has been replaced with a young Scotsman, Hanson Galloway. This is bad news for George, who hates Galloway for stealing the research of Professor Edward Parton, his old mentor at Cambridge, and publishing it as his own, leading to Parton's suicide.

Nevertheless the expedition departs from St Petersburg and meets up with the other members at Vladivostok, before vanishing into the Siberian wilderness.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The expedition stumbled across an ice-cave containing a block of ice in the shape of the TARDIS. They also found a portal between our universe and another dominated by a race of carnivorous dinosaur-lizards unknown to our science. George broke the "window" of the portal by throwing a stone at it, and the expedition was slaughtered by the beasts that came through the tear.

Fitz tried to push George to safety while throwing a grenade at the creatures and diving for the cover of the ice-TARDIS. George ends up frozen in ice for over a century, before his body is discovered by the Doctor in 2002. He had been caught between two interacting shafts of "slow light" circling in opposite directions, slowed to the point where time and space swap roles. His death has become indeterminate, and he is trapped in a time envelope, able to walk through time, right back to the era of the dinosaurs.

To the physical world, George is an insubstantial ghost, trapped in a circling spiral of time in the ice-cave and the castle (see L73) built above it. His tour of prehistory has led to the time envelope

GEORGE WILLIAMSON

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

SKILLS

Athletics 3, Convince 3, Fighting 1, Knowledge 2, Marksman 1, Science 4 (AoE: Geology, Palaeontology), Survival 3, Technology 2, Transport 1

TRAITS

Brave
Charming
Insatiable Curiosity
Run for Your Life!

Following the accident in the ice-cave, George gains: Immaterial (Special Bad), Invisible (Special Bad: only visible as an occasional ghost) and Vortex.

TECH LEVEL: 4

STORY POINTS: 6

stretching back far further than it should. Sabbath plans to send a living black hole through the envelope back to Time Zero (*ibid*), the state before Event One which defined everything that comes after. Unless stopped, the energy released will destroy all alternative timelines, removing free will from the universe!



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GRAHAM GREENE *(The Turing Test)*

Graham Greene is widely regarded as one of the greatest English writers of the 20th Century. But when the Doctor met him in Sierra Leone in 1942 and in Europe in 1944, he was working for MI6. By this time, Greene was already a successful writer, with books such as *Stamboul Train* (retitled *Orient Express* in America), *Brighton Rock* and *The Power and the Glory* having been published to critical acclaim.

Henry Graham Greene was born in Hertfordshire in 1904, the son of a school master, later headmaster, at Berkhamsted independent school. His mother was a cousin of Robert Louis Stevenson, who was an influence on Greene's subsequent writing, along with Joseph Conrad, H. Rider Haggard and Henry James.

Greene suffered from what would now be diagnosed as bipolar disorder and experienced bouts of depression all his life. At school, this was linked to his being bullied. At the age of 16, and after several attempts at suicide, he was sent for psychoanalysis, a radical step at the time and one which provided temporary relief. Greene continued to suffer from depression while at Balliol College, Oxford, where he studied history. As an adult, the episodes were triggered by boredom and the mundanity of daily life, or by his despair with the human condition.

After graduating, Greene was briefly a private tutor, then a journalist. But the positive reception to his first novel, *The Man Within* published in 1929, allowed him to become a full-time writer. Greene enjoyed travelling to what he called the world's wild and remote places, and it was this that led to him being recruited by MI6 in 1941. His supervisor was Kim Philby (see A67), who would later be uncovered as a Soviet agent.

Greene was posted to Sierra Leone, where he encountered both the Doctor and a group of "strangers" (see X7) who seemed to be not quite human. Greene's religious beliefs (he had converted to Catholicism in 1926, on meeting his future wife) led him briefly to wonder whether the Doctor could in fact be an angel. Greene met the Doctor again in England two years later and agreed to take him and Alan Turing (see A23) to Paris to investigate the makers of a new code being broadcast from Dresden.

Greene resigned from MI6 in 1944. He continued with his writing career for the rest of his life, often using his experiences and the people he had met as material for his books. He wrote both serious "Catholic novels" (with themes of conversion or redemption) and thrillers (which he called "entertainments"), including *The Third Man*, *The End of the Affair*, *The Quiet American* and *The Honorary Consul*.

Greene possessed a complex moral code. His belief in God was on the basis of the probability of His existence rather than pure faith. His view was that evil and sin are real, but that good and redemption do not automatically follow. This belief was reinforced

when he witnessed the Allied firebombing of Dresden. Later in his life, Greene referred to himself as a "Catholic agnostic". He died in Switzerland in 1991.

**GRAHAM GREENE**

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

SKILLS

Athletics 2, Convince 4, Craft (Writing) 6, Fighting 2, Knowledge 4, Marksman 2, Subterfuge 3, Survival 1, Transport 2

TRAITS

Brave
Charming
Emotional Complication (Major) – Bipolar disorder (see A13)
Empathic
Experienced x2
Fame (Minor)
Friends (Major) – MI6
Obligation (Major) – MI6

TECH LEVEL: 4

STORY POINTS: 6

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HOMUNCULETTE AND MARIE *(Alien Bodies, The Taking of Planet 5)*

Homunculette is a Time Lord from a future Gallifrey which is fighting the War in Heaven against the Enemy (see A54). The War has been particularly unpleasant and Homunculette, like most of his people, is horribly neurotic. He has the air of somebody who has been on the edge of a nervous breakdown since birth, as if he's still waiting for a good excuse to have a full-blown psychotic fit. Homunculette doesn't often relax. His face looks as if it has been built for tension. It is long, narrow and topped by a crop of thinning black hair that all the gel in Mutter's Spiral couldn't make stylish. Not scowling isn't in Homunculette's nature.

Homunculette was trained by the War Cardinals at the complex on Gallifrey XII. Among the most important skills he was taught was escapology. The Cardinals told him that generations of renegades had discovered that there was no skill in all the universe more important than the ability to get out of tight corners. Homunculette was cynical about this at the time, and he's still cynical about it now. After all, escapology hadn't helped most of the Time Lords get off the original Gallifrey before it had been wiped by the Enemy.


Homunculette often wears a black business suit which wouldn't look out of place on late 20th Century Earth and carries a sonic monkey-wrench. He is usually accompanied by Marie, his Type 103 TARDIS. Homunculette is keen to make clear to anyone in any doubt that Marie is his companion, not his friend. Every now and then, he has the nasty feeling that she's starting to develop delusions of godhood. In return, Marie considers Homunculette to be a moody old stoat.

Like all Type 103 TARDIS units, Marie is humanoid in appearance. Her chameleon circuit enables her to resemble an inhabitant of whatever environment she happens to land in. Her systems contain a file of suitable bodies to wear, and she has a large enough catalogue for her to be able to select something at least vaguely suitable for most destinations, though she likes to pick up some decent fashion accessories when they get there. Homunculette has accused Marie of having a Narcissus complex. Her view is that you can't give an intelligent entity a chameleon circuit without it developing a sense of vanity.

A year or so back, Homunculette took Marie to 20th Century London, and while they were there her chameleon circuit jammed. As a result, Marie was stuck in the shape of a 1960s British policewoman for several months. Homunculette fixed the fault eventually, but whenever Marie has trouble with her internals, the old policewoman body pops back into existence. In this form, she's short, blonde and pale skinned, wearing a dark blue uniform with a silver badge and a dinky little hat.

In order for her passengers to enter her, Marie draws a line across her face with her finger, from the centre of her forehead to the tip of her chin. Her head opens up obligingly, the crack unfolding into a doorway big enough to accommodate a decent-sized humanoid. Afterwards, her face folds itself back into the usual configuration

HOMUNCULETTE



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

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

TRAITS
 Argumentative
 Eccentric (Major) – Moody and neurotic
 Face in the Crowd
 Feel the Turn of the Universe
 Psychic
 Time Lord
 Time Lord – Experienced x3
 Time Traveller – Tech Levels 5-7
 Vortex

EQUIPMENT
 Sonic Monkey-Wrench [Traits: Open/Close, Restriction (Cannot open Deadlock Seals, Tricky Controls), Scan, Transmit, Weld. Story Points: 2.]

TECH LEVEL: 10

STORY POINTS: 8

and she dematerialises with a TARDIS's familiar wheezing, groaning sound.

Inside Marie's TARDIS interior, she tends to make her presence felt as a disembodied voice. Her console room is a large chamber, the domed roof of which displays a map of the local time contours as she travels through the Vortex. Fluorescent lines stretch between the bumps and eddies as she calculates the shortest possible

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MARIE



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

SKILLS

Athletics 3, Convince 2, Fighting 1, Knowledge 8, Marksman 3, Medicine 6, Science (Temporal) 6, Subterfuge 3, Survival 4, Technology 4, Transport 4

TRAITS

Brave, Clairvoyance, Enhanced Sentience, Fast Healing (Major), Feel the Turn of the Universe, Pseudo-Biological Outer Shell (see A4), Psychic, Resourceful Pockets, Sense of Direction, Shapeshift (Special; Marie can also use this to gain Attractive or Unattractive and Distinctive or Face in the Crowd, if she desires), Telepathy, Tough, Vortex, War Machine, **Enslaved, Restriction (Any Failure from a roll for the use of the chameleon circuit means that Marie takes the form of a 1960s policewoman)**

GADGET TRAITS

Delete (Temporal Vector Eliminator – Marie's weapon systems can remove any object up to planetary size from history at the cost of all of Marie's Story Points), Forcefield (Special), Scan (x4), Transmit

ARMOUR: 40

SPEED: 12 (materialised)

TECHNOLOGY LEVEL: 10

STORY POINTS: 12

route for the journey. As a Type 103 TARDIS, Marie is designed to respond to vocal commands, though a control console is available for manual use if preferred. She carries weapon systems the size of small moons in her internal dimensions and has total control over her internal environment. Marie sometimes changes things unconsciously in response to her mood or reactions. Externally, she is capable of withstanding a thermonuclear blast without sustaining so much as a scorch mark.

Type 103 TARDISes were the first generation of humanoid time ships developed during the War in Heaven. They were originally bred from Compassion (see A3), the Type 102 TARDIS, but later by the mating of Type 103s with bull TARDISes. Marie was birthed on the frozen world of Simia KK98. When she was designated a female, XX circuits had been wired into the corridors of her body and her chameleon circuit had been installed. Her first humanoid shape, which she had worn for weeks, was a parody of one of the female Time Lords. Marie had been allowed to mate with a Type 105 TARDIS just to see the mutations that resulted, but the Time Lords took the baby TARDIS from her after it was born.



THE WAR IN HEAVEN

Homunculette and Marie are from a future in which the Time Lords are engaged in a four-dimensional war and have been for perhaps half a millennium. The identity of the Enemy in this war is uncertain, but it is considered to be something more dangerous even than the Daleks. There is a theory that the Enemy evolved from the first life-forms which pre-dated the so-called ancestor cells from which all current life in the universe is descended. Another theory goes that the Enemy came from Earth to begin with. Or it may be a constantly shifting process or an aggressive form of history, rather than a species. The Enemy knows as much about temporal mechanics as the Time Lords do. The two sides have therefore reached a temporal stalemate and are blocking off whole chunks of history to each other.

The weapons capabilities of both sides of the War are almost beyond comprehension. The Time Lords have developed defensive arrays the size of star systems and have taken apart entire galaxies. The officers of the Time Lord Last Wave have force-regenerated themselves until their skin is covered in black organic blast-proofing.

During the early years of the War, the Enemy created disembodied intelligences called anarchitects. The average anarchitect is like a primitive computer virus, a cluster of pre-programmed instructions designed to corrupt and re-order data. But anarchitects can exist outside the confines of a computer system. They can infiltrate architecture, inhabit buildings, and manipulate corners and angles. They can disrupt the information that holds structures together or rebuild whole cities at will. Anarchitects are products of the same block transfer technology the Time Lords use to build TARDISes, but the Time Lords hadn't thought of using it as a weapon.

In preparation for the War, eight new Gallifreys were constructed as bolt holes and decoys. When the War came, ancient Gallifreyan weapon systems once used against the Great Vampires and the other horrors were reconnected and used once more. But at the start of the War, Gallifrey lost a lot of its ordnance: the Demat Gun, the Sash of Rassilon, even most of the biodata codes the High Council's technology relies on. Even so, Gallifrey's armoury, the Slaughterhouse, contains weapons of such tremendous destruction that the entire room has to be kept in a stabilised time eddy hundreds of kilometres underground. Romana (see A78), Lady President, War Queen and Mistress of the Nine Gallifreys, regenerated into a new, more ruthless incarnation to prepare her people for the War. She personally selected many of the Slaughterhouse's weapons from war worlds all across the universe.

As well as the Time Lords and the Enemy, Faction Paradox (see V50) lurks on the side-lines of the War in Heaven, and the Celestis (see V19) – once members of the Celestial Intervention Agency, now conceptual entities – plays both sides against the other.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Is the War in Heaven the same conflict as the Last Great Time War? The evidence is as inconclusive as the identity of the Enemy, but the hints that the Enemy is a process rather than a species would point to the two being separate events. If this is the case, the Doctor's apparent destruction of Gallifrey to save it from being overrun by Faction Paradox may have cancelled the future in which the War in Heaven takes place (even though Gallifrey was later restored). Perhaps the Last Great Time War replaced the War in Heaven in the future that then came into being. Ultimately though, the decision is the GM's.



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I.M. FOREMAN (*Interference*)

Back on Ancient Gallifrey (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*) in the time before Rassilon's scientific reformation and the overthrow of the Pythia, the religious classes enjoyed many of the same rights as the Time Lords, the same access to temporal technology and the same genetic privileges, including that of regeneration. Then the High Council abolished the priesthood and dissolved the monasteries. The monks and priests were turned out of their homes, and time travel and the genetic privileges they had enjoyed were limited by law to the Time Lords.

The Gallifreyan who now calls himself I.M. Foreman was one of those priests. With the closure of his monastery, he had nowhere to go and no idea what he was going to do with his life. As he saw it, he had two choices. He could go to the Capitol and ask the Time Lords to turn him into a menial worker, or he could walk out into the wastelands and trust to luck. He chose the latter path, took the things he had and started the journey. He was only about a day into the wastelands when he found a dozen strangers lying at the bottom of a valley. Some of them were humanoid like him, but some of them weren't. They were all just lying there, injured and looking half-dead. They had clearly gone through some kind of trauma, but they couldn't remember how they'd got there or what had happened to them. They couldn't remember anything about their previous lives.

The priest provided what help he could and joined the twelve as their newest companion. It didn't take them long to work out the truth, that they were all basically the same person. Each of the thirteen is a different incarnation of the same Gallifreyan, with the former priest as the first, having departed the Capitol before the restrictions on regeneration were enforced.

Once they had identified the order of their incarnations, it became clear that each successive one shows a progression of development away from the purely humanoid, acquiring more and varied alien DNA to build into their genetic structure and experimenting with other forms. When they realised this, they all felt that the right thing to do would be to start a travelling show. The philosophy of the show would be to let the audience see how far one person can push himself. To let everyone know how much a single individual is worth.

Between them all, the travelling show has the abilities of a TARDIS. A TARDIS is a complex event in spacetime, modelled according to strict mathematical principles. The show is the same sort of thing, but not contained in a machine. Instead, it's a process rather than a ship. It's not attached to a TARDIS's extradimensional framework, and not connected to any sort of direct power source. It doesn't need solid hardware, but moves from A to B in ways that the Time Lords hardly ever use these days. The technique can't take them too far in a single leap, so they've been travelling from planet to planet, a few light years each journey, moving backwards and forwards in time when they need to so that there's some sort of civilisation wherever they arrive. Along the way, they've been picking up skills, learning and developing.

The former priest has become the showman of the group and has acquired the name I.M. Foreman. He states that, unlike the

I.M. FOREMAN

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

SKILLS

Athletics 2, Convince 3, Craft (Showmanship) 4, Fighting 1, Knowledge 5, Science 3, Subterfuge 4, Survival 3, Technology 5, Transport 4

TRAITS

Alien Senses – Can read the biofields of creatures
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Immune (Special) – By making an Awareness + Coordination roll against an opponent's Coordination + Marksman, I.M. Foreman can safely catch a bullet fired at him
Impaired Senses (Major) – Blind
Outcast
Possess
Psychic
Telepathy
Time Lord – Although not strictly a Time Lord, I.M. Foreman comes from an era in Gallifrey's past when the priesthood had many of the same rights and abilities as Time Lords, including regeneration
Special – Stigmata: I.M. Foreman can spontaneously open and close stigmata in his palms
Vortex

TECH LEVEL: 11

STORY POINTS: 8

Doctor, he's not out to save the universe. Rather than being for the universe, he's for Gallifreyans, for Martians, for man. "I'm for man." I.M. Foreman. As well as being the showman, I.M. Foreman can spontaneously open up stigmata in his palms, which flow with far more blood than should be possible, blood that carries the genetic

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potential for his future incarnations. At some point, he put his own eyes out to benefit his telepathic ability and took to wearing a blindfold after that. He also taught himself to catch bullets in his teeth, thinking this was standard practice for somebody in his line of business. The fact that he actually can catch bullets, rather than it being a conjuring trick, makes it all the more impressive.

Like a TARDIS, the travelling show takes a new shape for itself wherever it goes, so it doesn't always look like a bunch of caravans. In the past, it has been a wagon train, a derailed steam engine, an extra floor on a space station and an urban junkyard. It leaves its old shape behind when it departs, like a snake shedding its skin. In the case of the junkyard, that one became the junkyard in Totter's Lane in 20th Century London that the First Doctor's TARDIS landed in (see *An Unearthly Child*). I.M. Foreman's travelling show leaves dents in the spacetime continuum, and it is this that drew the Doctor's TARDIS to Totter's Lane.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

On the planet Dust (see L37), I.M. Foreman and his future incarnations became involved in a showdown between the Doctor and Faction Paradox (see V50). While the final incarnation, known only as Number Thirteen, bonded with Dust, becoming the vibrant planet of Foreman's World, I.M. Foreman had the Doctor send himself and the other eleven back to Ancient Gallifrey, where they were caught in an explosion. All regenerated, ready for the former priest who will become I.M. Foreman to discover, thus completing the circle.

At one point, the consciousness of I.M. Foreman occupied the body of Magdelana Bishop, sheriff of one of the walled towns on Dust. Magdelana had consented to this. In this form, I.M. Foreman revealed to the Doctor that she had created a bottle universe (see G5), and that the Time Lords were very interested in buying this as a potential escape route from the War in Heaven (see A54).

I.M. FOREMAN'S TRAVELLING SHOW

I.M. Foreman is a showman and has the flair of a circus ringmaster. But the real stars are his other incarnations, which are exhibited in the same manner as a freak show. In the most literal sense though, it is a one-man show. Fortunately, the Gallifreyans of the era that I.M. Foreman comes from were shielded against the Blinovitch Limitation Effect, allowing them to interact freely. It was only later that the Time Lords took their biological defences out, to discourage people from crossing their own time streams. Only a brief description of each of the other members of I.M. Foreman's One-Species Nongenetically-Engineered Travelling Show can be provided here, in order of their incarnations. The GM is free to add whatever details they desire.

- **Mohandas, the Geek:** He's spent his lifetime eating anything that moves and has stored DNA from thousands of alien plant and animal species in his body. He's still humanoid, but gives off a strong animal smell. When he regenerates, all that biological data is going to end up getting woven into the cells of his new body.
- **Melmoth, the Map of Scars:** Each scratch is a world of experience. The animal DNA from Mohandas is still sleeping in him. Melmoth was born with his scars. They're genetic codes, a whole lifetime's worth of biological information, a zoological map of the galaxy.
- **Mr Zarathustra, the Living Brain:** His very thoughts move mountains. He's still more or less humanoid in this incarnation, but with a hugely enlarged cranium. Mr Zarathustra only communicates telepathically.
- **O'Salamander, the Dragon-King:** Paramour of fire, a breathing inferno. He is a half-man, half-lizard creature, his body split down the middle, his skin charred and blackened on both sides. By now, the alien DNA is beginning to take over I.M. Foreman's incarnations.
- **John Salt, the Missing Link:** I.M. Foreman is experimenting with animal shapes by now, each incarnation becoming less and less human. The Missing Link is covered in albino fur.
- **Mould, the Worm-Boy:** Mould resembles a maggot and leaves a trail of slime wherever he slithers.
- **The Goofus, the Living Armoury:** Every inch of skin is a weapon, this incarnation having absorbed machine parts into his body for the first time.
- **Ezekiel, Master Aerialist:** The Angel of the Pleiades. The only incarnation with wings, though they don't look powerful enough to lift him off the ground and he can only really glide. Ezekiel is not considered to be a very successful experiment.
- **Queen Nitocris, Mistress of Serpents:** See the creatures bow to her will! She's a lot snakier than I.M. Foreman intended.
- **The If, What Is It?** Freak of nature, or messenger of fate? A small grey thing whose time-travel biodata is far more developed than anyone else's. The If sweats raw time and can breathe moments of time into bottles to keep them as stories.
- **AKA, the Metamorph:** A hundred acts in one. All the DNA I.M. Foreman has absorbed over his lifetimes wrapped up in one ever-changing body. It's hard to focus on AKA's shape as it keeps shifting and squirming, as if it can't decide what it wants to be.
- **Number Thirteen:** Number Thirteen isn't really part of the show. It's been kept confined to its wagon for millennia as it's a bit on the unstable side. Number Thirteen is a roiling mass of raw life, the essence of everything it has been in all its previous incarnations. It can sense the living things on every planet they've visited and has been learning from them, picking up new tricks from their biodata (see G17). I.M. Foreman has been worried about it getting out, but it hasn't managed to slip through the show's safety protocols yet. When it does, it will prove to be powerful enough to devour a Faction Paradox ship, and will eventually become part of the planet Dust, transforming it into a lush paradise, with Number Thirteen one with all its life.

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ICARUS *(The Blue Angel)*

In 1999, Maddy Sharp discovered Icarus sitting on a stone in a pool of seawater in a cave inside Marsden Rock, a natural formation just off the beach near South Shields in the north of England. He looks like a boy of sixteen, and in many ways he is much the same as any sixteen year old lad. There is perhaps a trace of something foreign in his accent, and he speaks as if English were an acquired language, sometimes lingering on words as if they're unusual to him.

It was the height of summer when Maddy found the boy. He was quite naked and grinning broadly at her. His skin was pale and beautiful in the light. He didn't seem at all chilled. The boy spoke to her, his voice echoing in the cavern and resonating inside her skull. But his lips didn't move at all. He just kept on grinning, showing each of his perfect teeth.

Maddy had a son once. A boy called Ian who died when he was only a child. She has kept a picture in her head of how he would look now, if he had continued to mature. The boy sitting on the rock looked like Ian, except that she knew he couldn't be. The boy told her that he had been waiting for her, and that although he wasn't Ian and wasn't her son, he could be.

Once Maddy got him home and gave him a room of his own in her council house, he quickly settled in to the extent that she couldn't believe he hadn't always been there. Even the neighbours didn't think it was odd that Maddy had suddenly adopted a cousin's child. It was a week later that the boy told her that his name was Icarus. On Maddy, he always bestows the most sickly sweet of smiles. To everyone else, he just stares blankly and unashamedly into their faces, as though there's something not quite right with him. But he has made Maddy happy.

It isn't until the following winter that Icarus begins to show signs of physical change, and he hides this from Maddy. His slim shoulders began to grow a pair of bright blue wings. It will soon become clear that Icarus is far from human, and he needs to find a way to get back home to his father in the Enclave (see L41).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the Enclave, a pocket galaxy that forms a gateway to the Obverse (see L78), a pair of eggs were entrusted to a race of giant, sentient owls by their god, a great white bird who began time. The eggs were not to be hatched, simply watched until their time came. If they were hatched early, there would be calamity and the offspring were to be murdered.

One of the eggs was stolen by Daedalus (see V30), king of the Glass Men of Valcea (see V31). Icarus hatched from the egg and was declared to be Daedalus's son. But he was kidnaped while still a fledgling by enemies of Daedalus known as the Ghillighast (see L41), and he has been stranded on Earth.

ICARUS

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

SKILLS

Athletics 3, Convince 2, Fighting 1, Subterfuge 3, Technology 1

TRAITS

Alien
Attractive
Dark Secret (Major) – He's not Maddy's son after all, or even human
Hypnosis (Minor)
Psychic
Telepathy

As he matures, Icarus gains Alien Appearance and Flight (Major).

TECH LEVEL: 7

STORY POINTS: 8



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IRIS WILDTHYME, 6TH INCARNATION *(1st in The Scarlet Empress)*

The following information concerns Iris's sixth incarnation. For a summary of the changing face of Iris Wildthyme (and details of her fifth incarnation), see The Third Doctor Expanded Universe Sourcebook. Details of some of her other incarnations can be found in The Fifth and Sixth Doctor Expanded Universe Sourcebooks and elsewhere in this very volume.

At the end of an adventure with the Eighth Doctor on the planet Hyperso (see L56), the fifth incarnation of that most irreverent of time travellers, Ms Iris Wildthyme, finally succumbed to a degenerative disease. With the help of the special healing properties of the honey of Hyperso's bees, she regenerated into the Sixth Iris. This Iris is a gorgeous, slinky sex kitten with a look of Jane Fonda about her. She appears to be about thirty in human terms, with masses of honey-blonde hair. This incarnation is sometimes referred to as the Barbarella Iris on account of her appearance and her penchant for wearing rather daring and retro-futuristic plastic clothing, tight-fitting catsuits and thigh-length boots.

The Sixth Iris is one of her more competent incarnations, though she remains as eccentric and unreliable as the others. She is just as likely to wield a small, rather elegant pink blaster gun against her foes as a sonic device.

It was during this incarnation's life that Iris's origins became a little clearer, while at the same time a bit more obscure. The Sixth Iris claims that she comes from the Obverse (see L78), a mysterious region in which time and space are not only not one, but never have been and never will be. It's a pocket universe (albeit one that's described as colossal) which is a kind of mirror or parallel of ours. Many inhabitants of our universe have their own counterparts in the Obverse, some of whom are very similar, but others of which are wildly different.

Iris now claims to be a Time Lady from the Obverse, so it would seem to have its own version of Gallifrey. Perhaps it's the Clockworks, which Iris has occasionally alluded to. A parallel universe would certainly explain how Iris has had so many adventures which sound nearly identical to the Doctor's. Iris meeting various incarnations of herself in the Death Zone, for example (including this sixth incarnation).

This Iris is one of the incarnations who regularly worked with MIAOW (see A73), the Ministry for Incursions and Ontological Wonders, particularly during the 1960s. In the mid-1990s, she briefly acted as scientific advisor to the British branch of UNIT. The Sixth Iris had a number of travelling companions during her life, including David and Nigel (about either of whom very little is known), and Panda, the sentient stuffed toy (see *The Fifth Doctor Expanded Universe Sourcebook*).

Like many of Iris's incarnations, this one is still besotted with the Doctor. She considers Cilla Black's *Love is Just a Broken Heart*, a

IRIS WILDTHYME

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

SKILLS

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

TRAITS

Attractive
Boffin
Brave
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Friends (Major) – MIAOW or UNIT (at different times)
Impulsive
Obligation (Minor) – MIAOW or UNIT (at different times)
Obsession (Minor) – Iris loves the Doctor
Psychic
Time Lord
Time Lord (Experienced) x5
Time Traveller (Minor) – Tech Levels 3-7
Vortex

EQUIPMENT

MIAOW ID and/or UNIT pass
Pink blaster: 5(2/5/7)

TECH LEVEL: 10

STORY POINTS: 6

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song about a woman recanting her love for a man, to be “their tune”. Despite – or perhaps because of – this unrequited love, she married Michael Drake, a legendary 17th Century figure from the village of Samhain in Yorkshire who was already married to one of Iris’s future incarnations.

MS. WILDTHYME AND FRIENDS

Like the Doctor, Iris Wildthyme is usually accompanied by one or more colourful companions aboard her extraordinary bus. Here are a few of the more memorable of her friends, several of whom have been covered within these sourcebooks.

Martha: Martha is a Poodle from the Dogworld (see L30) who was a companion of Iris’s Brenda Soobie incarnation (see A28) for over sixty years. She is detailed elsewhere in this volume.

Jenny Winterleaf: As described by Iris, Jenny is a “butch dyke traffic warden”. She travelled with the Fifth Iris and later became head of the Darlington branch of MIAOW. Jenny’s travels in the celestial omnibus were marred by the fact that she got the runs whenever they entered the Vortex, particularly if they travelled backwards in time.

Tom: Tom is a gay, mixed race young man who claims that the Fifth Iris kidnapped him in a fit of pique. He later also travelled with the Seventh Iris. Further details on Tom are provided in *The Third Doctor Expanded Universe Sourcebook*.

Captain Turner: Captain Edwin Turner is a British soldier from the late 18th Century. He initially travelled with the Fifth Iris and later with her seventh incarnation. He is described more fully in *The Fourth Doctor Expanded Universe Sourcebook*.

Panda: Perhaps the most famous and faithful of Iris’s companions, Panda is a 10-inch tall, sentient, stuffed toy panda whose nature and origin remain obscure. He once belonged to Tom, and has travelled with both the Sixth and Seventh Irises. Further details on Panda are provided in *The Fifth Doctor Expanded Universe Sourcebook*.

Barbra: A sentient vending machine from the future, Barbra helped the Tenth Doctor defeat the Voracious Craw in the 35th Century (see *The Tenth Doctor Expanded Universe Sourcebook*). She later fell through a space-time rift to Darlington in 1962, where she worked for MIAOW for a while before travelling with the Seventh Iris.

Jo Jones: The former Jo Grant encountered the Seventh Iris on a number of occasions and eventually agreed to travel with her. Further details of Jo’s life since leaving UNIT and saying goodbye to the Third Doctor are provided elsewhere in this sourcebook (see A14).

IRIS’S TARDIS



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

SKILLS

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

TRAITS

Clairvoyance (Major), Face in the Crowd, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Telepathy, Vortex, **Argumentative, Impulsive, Restriction (Tricky Controls), Smaller on the Inside, System Fault (Chameleon Circuit)**

GADGET TRAITS

Forcefield (Minor), Scan x3, Transmit

ARMOUR: 30

SPEED: 12 (materialised)

STORY POINTS: 11

MIAOW: Similar to UNIT, the Ministry for Incursions and Ontological Wonders investigates unusual, alien and even supernatural phenomena. Several of Iris’s incarnations have worked for MIAOW, particularly during the 1960s, and she continues to help them out from time to time. Further information on MIAOW is provided in this sourcebook (see A73).

Henry: Iris’s Valeyard, Bianca, employed Henry as the manager of her nightclub, the closest she ever got to having a companion in this incarnation. Further details on both Bianca and Henry are provided in *The Sixth Doctor Expanded Universe Sourcebook*.

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ISAMBARD KINGDOM BRUNEL *(Reckless Engineering)*

When the Sixth Doctor met Isambard Kingdom Brunel in 1828 (see *The Sixth Doctor Expanded Universe Sourcebook*), the engineer was still only twenty-one years old. He was young, inexperienced and living in the shadow of his overbearing father. When the Eight Doctor met Brunel in 1843, he was fifteen years older and had made his name and his wealth with a number of high-profile projects. But this latter meeting was in an alternative timeline, one of an infinite number inadvertently created by the actions of Sabbath (see *V122*), and the Doctor was suffering from amnesia. As a result, neither man remembered the other. In any case, the Doctor had regenerated twice since the first meeting.

In this timeline, Brunel has been assisted in his construction projects by a man named Jared Malahyde (see *A63*), who has developed a new process for manufacturing steel, the Malahyde Process. The steel produced by Malahyde is lighter, completely rust-proof, less brittle and able to withstand decades of weathering. Malahyde approached Brunel because he knew of the latter's financial troubles.

When Malahyde first showed Brunel the plans of his new process, the engineer wasn't overwhelmingly enthusiastic, stating that he wasn't a metallurgist and would need to let his people look them over. But a week later, Malahyde received a letter from Brunel's offices offering a partnership. From that point, things moved swiftly and the Malahyde Process proved to be a spectacular success. The steel it produced has been used in all types of industry, shipping, railways, and of course Clifton Suspension Bridge. It has brought in fortunes for both Brunel and Malahyde.

The Suspension Bridge being completed by 1843 is a divergence from our timeline, in which work continued on it into the 1860s. There is a subtle difference in its appearance to those familiar with the bridge. It's nothing definite. More the look of the materials and the engineering. To anyone from our timeline, it's too advanced for the mid-nineteenth century. The same with the *SS Great Britain*, the largest ship in the world, which is due to be launched in 1843, as in our timeline.

The Isambard Kingdom Brunel of this world is much the same as in our timeline, though his projects have been more successful. At five foot three, Brunel isn't physically imposing, but the force of his personality more than makes up for this. He is an engineer and a businessman, with a businessman's mind, but underpinned by a streak of morality and bravery. In 1831, he volunteered as a special constable, recruited to quell the electoral reform riots in Bristol.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In this timeline, 1848 is the year when a disaster called the Cleansing (see *L18*) strikes the Earth. Malahyde is a pawn of the Eternines (see *V48*), creatures from a pocket universe called the Eternium. They

ISAMBARD KINGDOM BRUNEL

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

SKILLS

Athletics 3, Convince 4, Craft 4, Knowledge 3, Science 4, Subterfuge 2, Technology 5 (AoE: Engineering), Transport 4

TRAITS

Brave
Distinctive
Fame (Major)
Impulsive
Stubborn
Technically Adept
Wealthy (Major)

TECH LEVEL: 4

STORY POINTS: 6

instructed him in the new steel manufacturing process and had him build the Utopian Engine (see *G24*). When activated in 1848, the Engine accelerates time, ageing everyone on Earth by forty years in a handful of seconds. Ninety-five percent of the population are killed.

Brunel knows nothing of the construction of the Utopian Engine. He would willingly assist anyone trying to prevent the Cleansing.

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JACK KOWACZSKI *(The Last Resort)*

Among the infinite multitude of timelines that have begun to overlap since Sabbath's (see V122) interference at the Naryshkin Institute (see L73) and on Selonart (see L87), the Doctor visited several in which a time machine was invented by Jack Kowaczski in the garage of his parent's house in Ohio in 2003. But by taking an experimental journey into the past, history keeps changing, creating more and more alternatives branching off from Jack's achievement.

In one timeline, Jack travels back fifty years, colliding with other time machines on the way, and is shot dead by Time Police authorised to administer the death penalty under the Statute of Time Travel Prevention of 1943. In another, Jack travels back a hundred and fifty years to find that Native Americans are running nightclubs to entertain time travellers from the future and is again shot dead by the Time Police in order to preserve their own timeline. In another, Jack tries to travel back a thousand years, but his machine again collides with something and he finds himself in a prehistory in which ape-men have been put to work on coffee plantations. Jack is killed when his time machine is stolen. And again, and again, and again...

There are many, many versions of Jack Kowaczski, though they all follow the same template. Jack was born in the late 1980s and raised in Jumpsville, Ohio. When he invented his time machine in 2003, he was still a teenager, but a remarkably bright one. In the timeline that Jack originated from, mankind has conquered Mars and enslaved its indigenous, insectoid people. The Martians had a complex and peaceful civilisation which had lasted for a million years, but they were all but wiped out within a decade by humans armed with assault rifles. Jack's parents owned a Martian servant, Sio'phut, who helped him build the machine. He has twin antennae and silver geodesic domes for eyes on the grooved, bony surface of his skull.

The Martians owe their entire existence to Jack. Impressed by the dignity of Sio'phut, millions of versions of Jack travelled to the ancient past of Mars to warn the Martians of the coming of the Earthlings. Some went so far back that there was no life, and died at once. But the millions of human bodies, with their water and nutrients, gently changed the balance of Mars, giving it a thin atmosphere and liberating some of the native water. Paradoxically, the Martians evolved from the bacteria in Jack's gut. In some timelines, the forewarned Martians sent robots to invade the Earth millennia before humans enslave them.

SIO'PHUT

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

Skills: Convince 1, Knowledge 4, Science 4, Technology 5

Traits: Alien, Alien Appearance, Boffin, Enslaved, Marginalised, Technically Adept, Tough

Tech Level: 5

Story Points: 4

JACK KOWACZSKI

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

SKILLS

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

TRAITS

Boffin
Face in the Crowd
Insatiable Curiosity
Technically Adept
Vortex

TECH LEVEL: 5

STORY POINTS: 6

Following Jack's disappearance into the past, his father Aaron used Jack's blueprints to build another time machine. He then founded Good Times Inc. (see V66), a tourism company that arranges trips into Earth's history, causing even greater disruption to the timelines.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In an attempt to resolve the situation, the Doctor abducted Jack as a baby and took him back to Ancient Egypt, where he grew up to become that timeline's version of the Pharaoh Akhenaton. But multiple versions of Akhenaton resulted, exacerbating the problem.

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JAMES MACFARLANE (*The Scent of Blood, The Code of Flesh*)

James MacFarlane encountered the Doctor in the 1890s when working as a journalist in Edinburgh. Despite his surname, he isn't a local and moved up from London some time ago. He's now working for the Edinburgh Herald.

James isn't overly gullible, but he prides himself on having an open mind and reading a lot. The Doctor commented that James wants the world to be more than you merely see with your eyes. Mr Muirhead, James's editor at the Herald, sees things slightly differently though. He's a rationalist and a God-fearing protestant, believing in God, His angels and the Devil, but very little else. After all, the world is only a few years away from a bright new century, and stories of ghosts and fairy-folk aren't going to grace the front page of his newspaper without hard evidence, thank you very much!

So when James went to Muirhead with a request to look into reports of a strange murder in the tenement backstreets of Edinburgh, the editor needed a bit of convincing. The body of Agnes MacLaird was found on an area of waste ground with her throat opened up and a look of absolute terror on her face. Strangely, there was no trace of blood anywhere near her body.

It wasn't so much James's persuasiveness that convinced Muirhead to agree to the request. James is still very young and not particularly persuasive (though he can get people talking to him). It was his mention that local people are forming groups to look for the murderer themselves, as they don't trust the police. Muirhead believes that mob rule is good for newspaper sales, particularly if the murder victim is attractive. The middle classes love to read about it, while the upper classes fear it. In any case, it would beat Muirhead's only other front page story on the opening of a new quarry.

So James has found himself looking into the death. He is on speaking terms with the procurator fiscal and managed to get permission to view the body, which is how he met the Doctor. It seems that the usual coroner received an invitation to an urgent appointment across the city and the Doctor is covering for him.

Quickly recognising that James has an open mind, the two have pooled their resources and divided the investigation up to play to their strengths. While the Doctor scours the newspaper archives for any similar killings, James goes to talk to the locals to draw out any information they may not have told the police.

James MacFarlane is brave and bright. Despite his open mind, he doesn't really believe the murder is down to a Vampire (see V90). More likely to be a wild dog or an animal escaped from a zoo perhaps. He also hasn't seen the results of a brutal murder before, and it shocks him. But he needs the story as he's got bills to pay. His landlady is already cutting back on his breakfasts until he pays his back-rent, and James loves his black pudding!

JAMES MACFARLANE

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

SKILLS

Athletics 4, Convince 2, Craft (Writing) 3, Fighting 1, Knowledge 2, Subterfuge 4, Technology 1, Transport 2

TRAITS

Brave
Face in the Crowd
Insatiable Curiosity
Run for Your Life!

TECH LEVEL: 4

STORY POINTS: 12

James later encountered the Doctor again, this time in Cardiff where the pair investigated sinister "anaesthesia frolics" being hosted by Dr Trethewey (see A87), and later again in Antarctica!



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JARED MALAHYDE (*Reckless Engineering*)

In 1831, Jared Malahyde was just a struggling poet living in lodgings in south Bristol, scratching out verses on cheap paper by candle-light, straining his eyesight and his imagination. He was a nondescript young man with thinning blond hair, a studious face and blue eyes.

1831 was the year in which Malahyde was contacted by Watchlar and whisked away to its own world, the Eternium, which exists billions of years in the future. Watchlar is an Eternine, a member of a race of energy beings that are the end product of mankind's evolution. The Eternines are concerned though that a little after Malahyde's time, in the early 1900s, the human race is to face a nexus point. It could either head down a path of conflict towards extinction, or it could continue its development towards evolution into the Eternines (see V48).

Naturally, the Eternines wish to ensure that the latter path is followed, and Watchlar recruited Malahyde to assist. With Watchlar resting in his mind, Malahyde was returned to 1831. Under Watchlar's direction, he began to construct the Utopian Engine, a machine that would bring the rest of the Eternines back in time so that they could guide mankind. The details of how they would achieve this were never explained to Malahyde, but would presumably include helping with progress, conquering disease, wiping out famine and averting wars.

Malahyde travelled the world searching for exotic materials with which the Utopian Engine (see G24) was to be constructed. He also entered into a partnership with Isambard Kingdom Brunel (see A60) to exploit a new process for manufacturing steel, the Malahyde Process, which Watchlar had shown him. This made both Brunel and Malahyde very wealthy. Finally, by the summer of 1843, the Engine was complete. But when it was activated, something went catastrophically wrong!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Eternines are not humanity's distant descendants, and the Eternium does not lie in the far future. It is contemporaneous with the Earth. But it is dying, its energy having been all but exhausted.

The Utopian Engine is not strictly speaking a time machine, but a time manipulator. When it was activated in 1843, it accelerated time outside the walls of the estate around Malahyde's Bristol mansion, ageing everyone by forty years. Most adults died within seconds, while children and babies became middle aged. Society collapsed, and the catastrophe became known as the Cleansing (see L18).

Malahyde was immune to these effects, being in the eye of the storm, but Watchlar left him, its mission to construct a machine that would transfer energy from our Universe to the Eternium complete. Since then, Malahyde has been too scared to leave his house or to switch off the Engine, in case that would cause

JARED MALAHYDE

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

SKILLS

Convince 2, Craft (Poetry) 3, Knowledge 3, Science 2, Technology 2

TRAITS

Face in the Crowd
Wealthy (Major)

TECH LEVEL: 4

STORY POINTS: 6

time to catch up with him and he too aged to death. Although he hopes that Watchlar will return to put things right, he could be persuaded to assist any time travellers arriving in this disaster.

Five years later, Malahyde is still sheltering in his house, while the time dilation effect of the Engine means that one hundred and sixty years have passed outside.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JOSEPH HELLER (*The Turing Test*)

Joseph Heller is most famous as the author of *Catch-22*, the satirical war novel in which Captain Yossarian of the US Army Air Forces tries to avoid going on bombing missions during World War II, in part by feigning insanity. The novel was based on Heller's own experiences as a bomber pilot in Europe during the War. Between 1942 and 1944, he flew 60 missions as a B-25 bombardier, but – like Yossarian – tried to avoid active duty by feigning insanity.

Heller was born in 1923 in New York, the son of poor Jewish immigrants from Russia. After graduating from high school, he took jobs as a blacksmith's apprentice, a messenger boy and a filing clerk before enlisting in the USAAF in 1942.

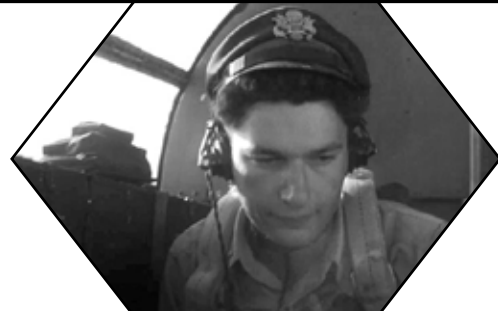
It was in June 1944 while Heller was in a hospital in Malta pretending to be mad that he first met the Doctor. All he wanted to do was survive the War and go home a human being rather than a murderer. The Doctor offered to get Heller out of the War for good if he would do something for him: namely, steal a plane and fly him to Dresden, which was still Nazi Germany at the time. Not unsurprisingly, Heller refused and the Doctor went away.

Inevitably, Heller's superiors saw through his fake insanity and sent him back on bombing missions. The nightmares this brought on led to sleeplessness, which in turn resulted in him landing a bomber without lowering the undercarriage, breaking the rear gunner's legs. Heller was arrested and court-martialled, which is when the Doctor reappeared with his offer. This time, Heller was out of options. He accepted and flew the Doctor, Alan Turing (see A23), Graham Greene (see A51) and Colonel Herbert Elgar (see V23) to Dresden on a mission to make contact with a group of code-makers whom the Doctor suspected of being aliens.

In return, the Doctor arranged for Heller to be cleared of all charges from his court-martial, and he later removed and destroyed all records of it from Heller's files. However, he wasn't able to reverse his demotion from captain, and Heller remains officially listed as a first lieutenant. Heller was only twenty-one at the time of the Dresden escapade and was very much an inexperienced junior officer. With the others, he witnessed the firebombing of Dresden by the Allies and, with the Doctor, tried to help the civilians caught up in the conflagration.

After the War, Heller studied English at various universities in the United States and at St Catherine's College, Oxford as a Fulbright scholar. He became a tutor and a copywriter, and didn't start writing *Catch-22*, his first novel, until 1953. It was eventually published in 1961 to mixed reviews. Heller went on to become a successful writer of scripts for movies and plays, as well as novels and short stories. But it is *Catch-22* and its message about the insanity of bureaucracy and of war that he is most remembered for.

Joseph Heller died of a heart attack at his home on Long Island in 1999.

1ST LIEUTENANT JOSEPH HELLER

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

SKILLS

Athletics 2, Convince 1, Craft (Writing) 5, Fighting 1, Marksman 4, Subterfuge 2, Survival 1, Technology 2, Transport 4 (AoE: Bomber Aircraft)

TRAITS

Eccentric (Minor)
Experienced
Friends (Major) – USAAF
Military Rank (Major)
Obligation (Major) – USAAF
Sense of Direction

TECH LEVEL: 4

STORY POINTS: 9



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JULIETTE VIERGE *(The Adventuress of Henrietta Street)*

In 1782, Juliette Vierge is one of the girls at the House of Scarlette, a bordello in Covent Garden. Unlike the other women of the house, she is a virgin and does not sell her body to pay her way, a fact which earns her a little resentment from the others. Indeed, it is her virginity that makes her valuable to her mistress Scarlette (see A20) and the Doctor, who need her for a ritual they intend to perform. As part of this, Juliette is engaged to marry the Doctor, though the wedding will be ceremonial in nature. Despite her learning, Juliette struggles to comprehend what special attribute the Doctor perceives in her. She views it as if some fragment of himself or his heritage has become caught up in her blood.

Much of Juliette's past remains a mystery. She was a stray in London when she was found by Scarlette, and she is believed to be around thirteen years old at the time of her engagement to the Doctor. Scarlette bought Juliette to her House and decided to tutor her in the ways of her own tantric tradition. Juliette has therefore become Scarlette's apprentice.

Juliette is a pretty little red-head with green eyes. She is a quiet, watchful girl, perhaps a sign of her willingness to learn. In fact, she is remarkably acute and intelligent, especially given her age. She does her best to conduct herself with the utmost deportment, even in the most trying of circumstances. The Doctor gave both Juliette and Scarlette a ring bearing a design important to him, marking their relationship.

During the early period of her relationship with the Doctor, Juliette assists him with his experiments in the laboratory he has set up in the House of Scarlette. She stands by with the greatest patience while he carries out his scientific endeavours, never complaining. Later, she begins to conduct her own alchemical experiments in the privacy of her upstairs room, unknown to either the Doctor or Scarlette. She mixes all sorts of esoteric materials and surrounds them with occult charms in a ritualistic fashion. The experiments are always accompanied by a large amount of ceremony and incantation, at one point even incorporating Scarlette's personal totem, a piece of jagged glass with ritual significance.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After a series of dreams and visions, Juliette begins to have doubts about going through with the marriage to the Doctor, becoming concerned at what his and Scarlette's true intentions are. In fact, she may not truly be a virgin as they require. Eventually, she runs away from the House on Henrietta Street, forcing the Doctor and Scarlette to change their plans and marry each other.

Juliette becomes a companion of Sabbath (see V122) and travels with him through time and space for a while before returning home. However, she disappears from history after visiting Charenton Asylum in 1805. Sabbath later learns that she was removed by his masters, the Council of Eight (see V25), and placed in a Schrödinger Cell, outside of time and space, becoming a non-person, never mentioned or even recalled. Forgotten forever.

JULIETTE VIERGE

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

SKILLS

Athletics 3, Convince 2, Craft 3, Knowledge 3 (AoE: Alchemy), Subterfuge 3, Science 1, Survival 3, Technology 1

TRAITS

Attractive
Empathic
Insatiable Curiosity
Obligation (Major) – Scarlette (later replaced by Sabbath)
Run for Your Life!
Unthreatening

TECH LEVEL: 4

STORY POINTS: 8



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KARL SADEGHI (*The Year of Intelligent Tigers*)

On Earth, Karl Sadeghi had been a composer and a prep chef, a composer and a library assistant, a composer and a fruit picker. He had busked and tutored. His work had been performed just often enough to give him a name, but no real money to go with it. So, like many musicians and artists who hasn't quite made it, he decided to join the colonists heading for Hitchemus (see L55). He spent the journey playing cards with other composers whose careers were going nowhere, all of them hoping the colony would give them the breakthrough they needed.

On Hitchemus, artists and composers are paid a stipend so that they can pursue their art. Karl is the leader of his own orchestra, for which he is writing a new concerto. As well as being a composer and conductor, he earns a little extra by teaching. Karl's income is just enough for him to rent a small flat above the Albinoni Rehearsal Hall. Its study and kitchen are cramped, and its embroidered furniture and Persian rugs are fraying.

Karl has full lips and, behind his spectacles, grey eyes marked with the beginning of crow's feet. He has a soft, hesitant voice with an accent typical of Hitchemus, a lilting melange of German and Middle Eastern sounds.

Karl met the Doctor at a party at Palmer Gardens a few days after the stranger and his two friends had turned up out of nowhere. The Doctor was playing Khachaturian's *Sabre Dance*, standing with his eyes closed, absolutely absorbed in the music. When Karl listens to music, he can feel it moving around inside his body, bass notes running up and down his spine, higher string sounds bursting from the top of his skull like fireworks. Karl thought the Doctor looked every inch the devil's fiddler and was captivated.

It hadn't been hard for Karl to persuade the Doctor to audition for his new concerto, and since then, the pair have been in constant rehearsals. When they aren't rehearsing, they're stoking up on hot, sweet coffee and talking. Karl has told the Doctor all about his surviving family, his erratic career, his efforts to promote Octagonal Serialism. But Karl's knowledge of the Doctor remains maddeningly vague.

Karl knows there's more to his friend than meets the eye. He's heard his double-heartbeat and suspects he's not human. He wonders what else is wired differently. But it doesn't stop Karl from being attracted to the Doctor. The feeling seems mutual, until an incident when they argued over the Doctor's inhumanly fast playing overshadowing the orchestra, and in a fit of rage, the Doctor smashed the violin that Karl had given him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Any chance of restoring the relationship between Karl and the Doctor was lost when the composer developed a complete hatred for the native Hitchemus tigers (which aren't actually tigers, see V69), after having been captured and tortured by them. Karl later opened the floodgates of a dam and killed several of the tigers who were

KARL SADEGHI

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

SKILLS

Athletics 1, Convince 2, Craft (Music Composition & Conducting) 4, Craft (Cookery) 2, Knowledge 3, Subterfuge 1, Technology 2, Transport 2

TRAITS

Empathic

TECH LEVEL: 6

STORY POINTS: 6

attacking the control room.

Karl regretted his actions, but realised there was nothing he could do to restore his relationship with the Doctor, who left Hitchemus shortly afterwards.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KIM PHILBY *(The Turing Test, Endgame, History 101)*

Harold Adrian Russell Philby, more usually known as Kim after Kipling's boy-spy, was born in 1912 in British India. He became a member of the British intelligence services and was one of the Cambridge Five, a group of British agents who had been recruited by the Soviet Union while students at Cambridge in the 1930s. They were highly successful in providing secret intelligence to the Soviets during the Second World War and afterwards. The other members were Donald Maclean, Guy Burgess, Anthony Blunt and John Cairncross. Maclean and Burgess both fled to the Soviet Union in 1951, but although suspicion also fell on Philby, he didn't defect until 1963.

Kim Philby was recruited in 1934, having come to the attention of the Soviets over his involvement in protests in Vienna against the right-wing Austrian government. Around this time, he encountered the First Doctor in Cambridge. In 1937, Philby travelled to Spain as a journalist to report on the Spanish Civil War, and began working for both British and Soviet intelligence.

During the Second World War, Philby's work for MI6 was expanded to cover North Africa, in which role he became supervisor of Graham Greene (see A51), at that time an MI6 agent assigned to Sierra Leone. It was through Greene's reports that Philby first heard of the Eighth Doctor, but it would be several more years before the two would eventually meet.

By 1951, Philby was a member of a group called Tightrope, who used their contacts in both East and West to try to prevent an accidental atomic war. Both Philby and the Doctor became aware of a mysterious group calling themselves the Players (see V92), who were manipulating world affairs from behind the scenes and moving events towards an almost inevitable conflict. Although they were both working against the Players, Philby proved to be an untrustworthy ally, having the Doctor's blue box confiscated to ensure his cooperation, and later framing him for espionage.

At the time, the Doctor was suffering from an extended period of amnesia and had no foreknowledge of Philby's future exposure as a Soviet spy. When the Doctor, later in his own timeline, visited Spain in 1937, he had to avoid meeting Philby so as not to create a temporal paradox.

In person, Philby was a tall, thin man. Like many of the men in his family, he was bloody-minded by nature. He could be extremely charming, but his speech was hampered with an occasional stutter. Philby learned to use this to his advantage though, to buy himself time to think before telling another bare-faced lie. Like Guy Burgess, Philby was a heavy drinker, but he had a high resistance to intoxication.

Philby was a Communist idealist. He believed in freedom of speech and thought that Stalinism, undoubtedly far from his ideal, was only temporary. The information that Philby passed to Moscow

HIM PHILBY

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

SKILLS

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

TRAITS

Charming
Dark Secret (Major) – Soviet agent
Distinctive
Experienced
Friends (Major) – MI6
Stubborn

TECH LEVEL: 4

STORY POINTS: 9

over his career as a double agent resulted in many deaths. From his point of view, he was involved in a bloody war in the bloodiest century in history. If a soldier is fighting for a cause he believes in, then the sacrifice of human lives is inevitable.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KNIGHT DONNA (*Legacy of the Daleks*)

By the end of the 22nd Century, three decades after the end of the Dalek occupation of Earth (see *The Dalek Invasion of Earth*), Britain is divided into ten feudal Domains, each ruled by a Lord. One of the most powerful Domains is that of Lord London (see *L31*), and his greatest rival is Lord Haldoran. London needed peace with Haldoran, so he arranged for his seventeen year old daughter, Donna, to marry him.

Donna soon found that Lord Haldoran is a monster. Pure ego with nothing to control it. He treated Donna brutally, enjoying the thought that he was using her, corrupting her. If Donna protested, she was punished. Years later, she still has the scars across her shoulders. But when Haldoran discovered that his wife was barren, he threw her away like a piece of trash. On a world trying to rebuild itself, the ability to have children – and lots of them – is paramount. Haldoran also wanted an heir. So he had Donna removed and replaced her with her own cousin. Haldoran divorced Donna, publically humiliated her and lied about her. As a result, she would rather die than fall into his hands again.

Nobody was interested in hearing Donna's side of the story. Donna's father, Lord London, was the worst of them all, believing the lies that Haldoran had spread without ever asking his daughter what had really happened. Now, he barely even speaks to her, and everyone else treats her like a leper. Lord London was only too glad to agree to Donna's request to become a knight. This way, she's out of the castle more than she's home, and with luck, she might get herself killed and remove all embarrassment from her being alive.

Knight Donna now roams the territory of Domain London on her horse, a Friesian stallion, dressed in full armour and wielding a lance and a carbine loading with armour-piercing shells. The horse is tall, dark and regal. Donna's cascade of golden hair is hidden beneath her helmet, disguising that she is a woman.

Donna never knew the Daleks, being born after they had been defeated. But she knows the stories of the Doctor, and she has faced Slythers (see *The First Doctor Sourcebook*), the Daleks' monstrous creatures, some of which still roam the countryside. Donna has despatched many Slythers at the point of her lance, saving countless lives in the process.

Donna hates people knowing that she's the daughter of Lord London and doesn't volunteer this information often. This is partly because of the lies that Lord Haldoran spread about her, but also because people then treat her as if she's fragile. Despite her reputation, they start bowing and scraping, as if they're scared that if they upset her, Donna will have them executed or imprisoned.

Donna is also ashamed of being infertile. It is government policy that everybody should marry young and raise large families, to get

the population back up as soon as possible. Not being able to bear children isn't illegal as such, but there is a great stigma attached to not being able to do so.

Adventure Seed: Daleks of the Round Table

Donna's post-Dalek Invasion world is rife for adventure. Your TARDIS crew joins her in the late 22nd Century to uncover a rash of exterminations. Are the Daleks back? A small enclave of them seem to have stayed behind. But are they on the side of justice? And what does a self-styled modern Merlin have to do with their sudden pangs of nobility?

KNIGHT DONNA

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

SKILLS

Athletics 4 (AoE: Horsemanship), Convince 2, Fighting 4, Knowledge 1, Marksman 4, Subterfuge 1, Survival 3

TRAITS

Attractive
Brave
Dark Secret (Major) – Infertile
Stubborn

EQUIPMENT

Armour (5 points)
Lance: Strength +4 damage
Carbine: 6(3/6/9) damage, Armour Piercing (ignores the first 5 points of damage)

TECH LEVEL: 5**STORY POINTS: 12**

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LEIGHTON WOODROW *(The Fallen, The Flood)*

By 2001, the imposingly large Leighton Woodrow has been the head of the British intelligence organisation MI6 for years, despite the information to the contrary given to the public press. While MI6 is entirely based around gathering foreign intelligence, Woodrow has no issue with overstepping his boundaries and claiming jurisdiction inside the UK's borders if the foreign intelligence in question is extra-terrestrial. In spite of this position, Woodrow isn't particularly nationalistic, as his extra-terrestrial experiences have given him the perspective to consider himself part of the greater human race.

Woodrow almost appreciates alien invasion attempts (referred to as "gatecrasher scenarios"), as he's desperate to get out of dreadfully dull dinners with minor royals and *Pop Idol* winners. As the UK government is often at odds with the United Nations, MI6 is prepared to tackle alien involvement without the help of UNIT. Woodrow takes pride in his operatives' stealth in comparison to UNIT's more explosive tactics.

Still, MI6 lacks the vast experience of UNIT, starting almost from scratch aside from a few documents considered important enough to be shared between agencies, such as the files on the Doctor (nicknamed "Man's Best Friend") and the Master (see V99).

Refreshingly for someone in a position of power, Woodrow is reasonable and sensible when it comes to deferring to those with more experience than him. He's surprisingly gregarious, but firm enough to make sure no one forgets the power he holds. He's given himself the call-sign of Porky Pig; as most of his subordinates have call-signs such as Coyote and Roadrunner, this hints that Woodrow might have an interest in cartoons at odds with his serious appearance.

Recently, Woodrow has funded Professor Stark's (see V35) regeneration experiments, as operatives who could survive lethal damage and change their faces at will would naturally change espionage forever. His pragmatism leads to prioritising the Doctor's life over those of civilians to keep the expert on alien affairs. As the Doctor believes in saving as many people as possible, this can put the two at odds.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 2005, Woodrow was taken for conversation by Cybermen from the far future (see V58) that preyed on his guilt over causing so much indirect death in his career. He was seemingly blown to pieces along with their ship and a majority of MI6's operatives and research personnel. While it's unlikely he could have survived, many of those people the Doctor meets have a habit of reappearing at the most surprising times.

Even if he had survived, by 2021 Woodrow would have been replaced as the head of MI6 with C, the organisation again favouring codenames and choosing to discredit the existence of aliens (see *Spyfall*).

LEIGHTON WOODROW

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

SKILLS

Athletics 1, Convince 4, Fighting 1, Knowledge 3, Marksman 2, Medicine 1, Subterfuge 5 (AoE: Spycraft), Survival 2, Technology 3, Transport 1

TRAITS

Authority (Major)
Brave
Charming
Cutting Edge Technology
Distinctive
Experienced
Indomitable
Obligation (Major) – British Government
Reliable
Tough
Voice of Authority

EQUIPMENT

All the cutting-edge weaponry and vehicles he could want

TECH LEVEL: 5**STORY POINTS: 10****Adventure Seed: Your World Is Not Enough**

MI6 has secretly been using salvaged Cyber-tech to upgrade their agents, lacking the experience to realise it spells doom. Your crew are shocked to find Woodrow Cyber-converted but alive and asking for assistance in stopping his former employers. But was his own conversion as incomplete as it seems?

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MADAME XING (*Halflife*)

When the Doctor met Madame Xing, she had been resident on the former Earth colony of Espero (see *L48*) for some time. Espero isn't used to offworlders, and Madame Xing is stranger than most. Her actual name is unpronounceable, sounding more like a drawerful of musical cutlery being tipped onto a tiled floor, ending with a pinging noise that only vaguely resembles "Xing".

Madame Xing is considered a little weird by the locals, but she keeps herself to herself. No one on Espero really knows why she's there, and although the government would probably prefer that she wasn't, they're too nervous of the possible repercussions if they asked her to leave. Even her appearance is a mystery, as she is completely swathed in black, a deep hood hiding whatever face lies within, and black gloves covering her fingers. Her voice is distinctly feminine, though with an odd mechanical edge to it, as though augmented by machinery.

Madame Xing is a viropractor, specialising in the use of viroids to alter and enhance cognitive development and memory. Viroids are small glowing spheres, often seen spinning through the air in the vicinity of Madame Xing. She uses them to access a patient's mind, to probe their memories, healing and restoring. The experience can be unsettling, like fingers softly parting the fabric of the brain and Madame Xing rummaging around inside as if she were an old woman at a jumble sale looking for bargains.

Madame Xing has some unusual abilities. She can weave a glamour to make herself and her associates invisible. She uses larger, egg-sized spheres to teleport both people and objects, often to the parlour in which she conducts her business. The room has six walls, each lined with shelves of books stretching up into the darkness. Overhead, more of her viroids orbit at dizzying speeds, like an illuminated model of the atom. There is even some suggestion that Madame Xing is dimensionally transcendental and that the parlour actually exists inside her.

Madame Xing is accompanied by an assistant, a man in his twenties, formally dressed in a dark suit with a high collar, who is politely deferential to his mistress. He has an odd mechanical glint in his eye, as if he too were not fully organic.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During their first meeting on Espero, the Doctor refused to allow Madame Xing to restore the memories he had lost when Gallifrey was destroyed. It was only later, when he learned the reason for his amnesia, that he sent K9 to Espero to contact her again.

Although never confirmed, it is often speculated that Madame Xing is Compassion (see *A3*). She clearly already knew the Doctor and harboured a measure of resentment that he could not remember her because of his amnesia. When the Doctor asked whether they had met before, she cryptically replied "Not yet. When you remember me, then we will have met."

MADAME XING

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

SKILLS

Convince 3, Fighting 2, Knowledge 5, Marksman 2, Medicine 4 (AoE: Viropractise), Science 3, Subterfuge 3, Survival 2, Technology 4, Transport 4

TRAITS

Bigger on the Inside (Special)
Cyborg
Distinctive
Invisible (Special Good)
Psychic
Shapeshift (Special)
Telepathy
Vortex

EQUIPMENT

Viroids (some have Teleport, some have Memory Manipulation (see *The Second Doctor Expanded Universe Sourcebook*), others may have different Traits)

TECH LEVEL: 10

STORY POINTS: 8

GMs who wish to assume that Madame Xing is Compassion should use the stats provided in Compassion's entry. But for those who prefer to treat them as separate entities, an alternative set of stats is provided here.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE MAN WITH THE ROSETTE

(The Adventuress of Henrietta Street, The Gallifrey Chronicles)

Only one person represented the Doctor's family at his wedding to Scarlett (see A20) in 1782: a man wearing a rosette in the blue and white colours of the Whigs. The man with the rosette is never named but is usually identified as a new incarnation of the Master. He is described as a slim gentleman of distinguished nature, saturnine, clean shaven and dark haired. The rosette on his prim black clothing marks him out as being on the side of the Opposition, in contrast to Scarlett's red and black and reflecting his relationship to the Doctor. He is pleasant and witty company, an easy conversationalist on all manner of topics. Prior to the wedding, the man with the rosette gave a pair of polished silver rings to Scarlett, one for herself and one for the Doctor.

When they met, the man with the rosette informed the Doctor that, following the destruction of Gallifrey, there are "only four of us left now". Without their people striding across time and space, the old duels between him and the Doctor would be meaningless. In this era of Sabbath (see V122) and his ilk, the Time Lords' replacements, he has no plans for universal domination, and fighting the Doctor no longer holds any attraction to him. Perhaps the time will come when the Universe will be ready for them once again, at which time they can set about destroying each other properly. Until then, they have certain standards to uphold.

THE FOUR SURVIVING ELEMENTALS

Who are the "four of us" who the man with the rosette tells the Doctor are the only ones left after the destruction of Gallifrey. The usual interpretation is that only four Time Lords (referred to by Sabbath as "elementals") have survived. If that's the case, who are they?

The Doctor and the Master (the man with the rosette) make up two of the number, and the Doctor later glimpsed what are often taken to be the four surviving elementals in a brief vision of the future. Among them was one who matched the description of the Minister of Chance (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*), while another may have been Iris Wildthyme (see A58) in her sixth incarnation. However, the Minister has only been seen in an alternative timeline in which the Time Lords are quite different to those we are more familiar with, and Iris's claims that she comes from the Obverse (see L78) rather than Gallifrey mean that she may not count as a Time Lord at all.

The Doctor later encountered Chloe and Erasmus (see A32), two other Time Lords who had survived, and later still, Marnal (see V95). Chloe and Erasmus told the Doctor they had met other refugees, so perhaps the man with the rosette was wrong, or perhaps he was not referring to Time Lords after all. Possibly, he was referring specifically to renegade Time Lords, or to the Deca, the clique that included both the Doctor and the Master

THE MAN WITH THE ROSETTE



AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	4

SKILLS

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

TRAITS

Attractive
Boffin
Charming
Feel the Turn of the Universe
Hypnosis (Major)
Indomitable
Quick Reflexes
Technically Adept
Time Lord
Time Lord – Experienced x14
Time Lord Engineer
Time Traveller (Special) – All Tech Levels
Voice of Authority
Vortex
Vortex Born

TECH LEVEL: 10

STORY POINTS: 8

during their time at the Academy, or to another group entirely.

In which case, the survival of other Time Lords beyond the "four of us" does not present a problem to GMs and players wanting to use (for example) Romana or the Meddling Monk or their own Time Lord characters in a post-Gallifrey setting.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MARY MINETT *(Casualties of War)*

Mary Minett lives in the village of Hawkswick in North Yorkshire, where she is midwife and nurse, and sometimes even a veterinary reserve. When the Doctor meets her in 1918, Mary is about thirty years old, but she still looks like a mere slip of a girl. She is a familiar sight riding or wheeling her bicycle through the village, an oversized basket attached to the front.

Mary has straw-coloured hair and a youthful complexion. Her eyes have retained their girlish sparkle and her disposition includes a childlike optimism and curiosity. Mary is not one to stand on the sidelines to watch things get untangled by others. She much prefers to be at the heart of the matter in any situation, and she is not averse to physical labour, maintaining her own market garden like most people in the village.

Being Hawkswick's only authority on medical matters of any kind, Mary finds herself dragged out to deal with all sorts of crises, from childhood scrapes to cows in labour. However, she is at a loss to help with the recent spate of attacks on livestock, which seem to have been killed by explosives. So the farmers have eventually stopped asking her advice.

It helps with her work that Mary has a certain empathy with living things. She is sensitive to emotions, whether human or animal. It is an extremely delicate faculty which she has been aware of all of her life, but she cannot read minds or say what playing card you have in your hand. She simply feels in some vague way what others feel when she is in close contact with them. Her talent has proven particularly useful in her dealings with the local animals in her role as occasional village vet. She is able to calm family pets in pain or farm animals in distress.

Mary's Christian beliefs have been badly strained since the start of the Great War, particularly since the death of her brother, David. Although she still believes in God, she has doubts as to whether he pays any attention to his worshippers on Earth. Perhaps he's turned his back on them because he's busy with something else. Or perhaps – a thought verging on the treasonous – he's a German God and not British after all.

Mary has been pursued by almost every eligible young man in the village and many from outside it in the last ten years, but she has rebuffed them all to remain a determined but not in the slightest embittered spinster. However, there is something about the Doctor, "the Man from the Ministry", that has piqued her attention. Despite herself, Mary finds that she is falling in love with the mysterious stranger.

The Doctor has come to Hawkswick to investigate reports of horrifically wounded soldiers stalking the countryside at night, which seems to be linked to the attacks on livestock and pets going missing. Could the incidents be connected to Hawkswick Hall (see V36), where shell-shocked troops are being given revolutionary psychiatric treatment? Mary is keen to help the Doctor but,

although he is charming and friendly, it is clear that he does not return her affections.

MARY MINETT

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

SKILLS

Athletics 3, Convince 2, Knowledge 1, Medicine 3 (AoE: Midwifery), Science 1, Subterfuge 3, Transport 2

TRAITS

Animal Friendship
Attractive
Charming
Empathic
Insatiable Curiosity
Psychic – Only at the level of emotional responses

EQUIPMENT

Bicycle [Armour: 0. Hit Capacity: 2. Speed: 1.]

TECH LEVEL: 4**STORY POINTS: 12**

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MIAOW (*Mad Dogs and Englishmen*)

Like many things associated with that most erratic traveller in time and space, Ms Iris Wildthyme (see A58), there is some uncertainty as to what “MIAOW” actually stands for. Most often, it’s said to be the Ministry for Incursions and Ontological Wonders. But sometimes it’s the Ministry for Incursions and *Alien* Ontological Wonders or similar variations. MIAOW has an American branch called MOOO (the Military Observation of Otherworldly Occurrences).

MIAOW is an organisation based in England, whose remit is to investigate the unusual and to preserve the Web of Time. With regard to the former, it is not dissimilar to UNIT or Torchwood. MIAOW was founded sometime in the mid-19th Century by Harriet Dodd, a remarkable scientist who recognised the threat that creatures from other dimensions posed to the rational world. Harriet was betrayed and incarcerated by MIAOW when they realised that she was herself a threat, after she transplanted the brains of her four most brilliant assistants into her own skull.

As the Doctor has acted as scientific advisor to UNIT, so Iris Wildthyme has worked in a similar capacity for MIAOW. In particular, the sixth incarnation of Iris worked for them during the 1960s, and the Seventh Iris (see *The Fifth Doctor Expanded Universe Sourcebook*) worked for their South Kensington branch while she was stuck on Earth between 1972 and 1973. But many of her other incarnations have also had dealings with MIAOW from time to time, sometimes working with it (often begrudgingly), but sometimes against it. One of Iris’s former companions, traffic warden Jenny Winterleaf, became head of MIAOW’s Darlington branch, which was set up in 1962 with responsibility for monitoring a local space-time rift called the Dreadful Flap and dealing with all the alien and supernatural flotsam and jetsam that came through it.

Like Torchwood, MIAOW has a hands-on approach when it comes to using any alien technology it manages to acquire. As a result, it has equipment able to monitor events across the universe and keep watch on the timelines for interference, and its helicopters are capable of travelling through time and space.

MIAOW can sometimes be rather heavy-handed in its approach, and its senior members often act in unethical and underhand ways. One of MIAOW’s mysterious superiors who is particularly notorious in this regard is Mida Slike, who has crossed swords with Iris on more than one occasion. Mida is a very tall, slender woman of indeterminate age, with her hair cut into a savage bob. She has a jagged scar down the left side of her face and tends to keep that side of her head turned away from those she is speaking with. Mida’s usual cover story, to conceal her association with MIAOW, is that she holds a Chair in Bastardisation at the University of Outer Anglia, from which she is on study leave to conduct research. Like many members of MIAOW, Mida has faked her own death from time to time in the pursuance of her missions.

MIDA SLIKE

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

SKILLS

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

TRAITS

Attractive
Authority (Minor)
Distinctive
Friends (Major) – MIAOW
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During one notorious episode, Mida was hired by the Emperor of the Dogworld (see L30) to prevent Princess Margaret, the daughter of the deposed Empress, from using Noël Coward (see A74) to alter history as part of a plan to foment a counter-revolution.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NOËL COWARD (*Mad Dogs and Englishmen*)

The English playwright, singer, songwriter, actor and director Noël Coward was born in Middlesex in 1899. He caught the show business bug while still a child, making his first professional stage debut at the age of eleven. In adulthood, Coward became a noted wit and raconteur, with a dry, sardonic sense of humour. He was a prolific playwright, his works including *The Vortex*, *Private Lives* and *Blithe Spirit*, and a writer of popular songs such as *Mad Dogs and Englishmen*.

During the Second World War, Coward worked for the British Secret Service. Part of his role was to persuade the Americans to support Britain. However, Winston Churchill believed he would be better employed entertaining the troops. Coward was disappointed but toured extensively in Europe, Africa, Asia and America, and wrote and recorded war-themed songs such as *London Pride* and the controversial *Don't Let's Be Beastly to the Germans*.

In the 1950s, Coward became successful on the cabaret circuit, but couldn't reach his pre-War heights of popularity. By the late '60s, arteriosclerosis was affecting his memory and he retired from acting immediately after completing *The Italian Job*. He died of heart failure at his home in Jamaica in 1973. During his lifetime, Coward refused to comment on his homosexuality, which was nevertheless an open secret. He had a long-term relationship with South African actor Graham Payn.

What many people do not know about Noël Coward is that he was an experienced time traveller. He had met the famous Scots-Caribbean singer Brenda Soobie (see A28) at the Royal Variety Performance in 1957 and the two became close friends. However, Brenda is far more than she seems and gave Coward a present of a pair of rather special pinking shears capable of cutting open the Very Fabric of Time and Space. Coward used these to walk through the warp and the weft of the Very Fabric (a much subtler place than the Vortex) and travel up and down his own timeline. Unfortunately he caused a lot of mischief along the way.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Brenda is an incarnation of Iris Wildthyme (see A58). She was manipulated into giving the pinking shears to Noël by Martha, her companion of sixty years who was actually an intelligent poodle from the Dogworld (see L30). Martha had been handmaiden to the Empress of the Dogworld and had escaped to Earth when her mistress was overthrown in a revolution. As part of the plans of the Empress's daughter, Princess Margaret, to foment a counter-revolution, Martha recruited Noël.

Coward's role has been to influence the fantasy writer Reginald Tyler, so that his masterwork *The True History of Planets* tells the suppressed truth about the fate of the Empress, rather than being a story of elves and trolls. When the denizens of the Dogworld see the film adaptation (with a theme written by Coward and sung by Brenda), they will realise the truth and rise up against their ruler.

NOËL COWARD

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

SKILLS

Convince 3, Craft (Writing, Songwriting, Singing, Acting, Directing) 5, Fighting 2, Knowledge 4, Subterfuge 2, Technology 1, Transport 1

TRAITS

Distinctive
Epicurean Tastes
Fame (Major)
Wealthy (Minor)
Well Mannered

EQUIPMENT

Pinking Shears [Traits: Vortex. Story Points: 8.]

TECH LEVEL: 5**STORY POINTS: 12**

What Coward doesn't know is that Princess Margaret will be a sadistic tyrant. If he did, he would have had no truck with Martha's plans! After all, he's not an evil genius, just misled!



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

PROFESSOR DANIEL JOYCE (*Unnatural History*)

If asked outright whether he is a Time Lord, Professor Daniel Joyce claims “not to have that honour”, though he admits to having had some dealings with them in the past. The evidence, however, is against him and his claim is likely to be an evasion of the truth rather than a downright lie. Joyce might no longer consider himself to be a Time Lord, but only because he has disassociated himself from Time Lord society.

In 2002, Professor Joyce is living in San Francisco and is working as a physicist with the Advanced Research Project at the University of California, Berkeley. If the University knew who he is, they wouldn't let him back on the campus after what happened twenty years before, when he built an atomic bomb to demonstrate how easy it would be for some lunatic to get hold of the components! But he's changed his name since then, and has arrived in Berkeley from a distinguished (and totally illusory) career in the Cornell University physics department. Besides, surely nobody would remember him after twenty years?

In this incarnation, Daniel Joyce is a tall, burly bear of a man with grey hair, a neatly trimmed white beard and creases round the corners of his eyes from squinting. He speaks with a Scottish accent and calls most younger men “son”. Joyce is prone to wearing tweed suits with patches sown onto the jacket elbows. On his right forearm, the shadow of a tattoo may be glimpsed, the remains of a botched attempt at removing a lengthy serial number – perhaps a hint of a sentence served in Shada, the Time Lords' prison?

Joyce lives in one of San Francisco's painted ladies, one of a row of slender Victorian houses, its window frames painted pristine white. Inside is a picture of order and comfort combined, including a well-equipped kitchen where Joyce enjoys cooking. He is married to Anne, and they have a daughter, now grown to adulthood and having left home. Joyce has settled into a domesticated life on Earth and knows San Francisco like the back of his hand.

Daniel Joyce and the Doctor are old friends, though the two are different in many respects. Where Joyce likes order, the Doctor enjoys chaos. While Joyce is happy with life on Earth, the Doctor is a wanderer. But they have each got the other out of many scrapes in the past, such as when Joyce had to get a spare beryllium chip to Professor Wagg on New Year's Eve 1999 (see *The TV Movie*). Or when the Doctor spent a whole week cleaning up after Joyce's visit to Youkali.

Unknown to the Doctor, Joyce's Project also provides grants to the Society that the unnaturalist Griffin (see V68) is so keen to be a member of, in return for him providing the Project with appropriate biological data from his expeditions.

It is possible that Daniel Joyce is a later incarnation of the Time Lord known as Ulysses (see A85), having adopted the “Joyce”

PROFESSOR DANIEL JOYCE

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

SKILLS

Convince 3, Craft (Cooking) 3, Fighting 1, Knowledge 3, Marksman 2, Medicine 2, Science 5 (AoE: Physics), Subterfuge 2, Technology 4, Transport 3

TRAITS

Boffin
Distinctive
Feel the Turn of the Universe
Friends (Minor) – Academia
Outcast
Technically Adept
Time Lord
Time Lord – Experienced x10
Time Traveller (Special) – All Tech Levels
Tough
Unadventurous (Minor)
Vortex

TECH LEVEL: 10

STORY POINTS: 8

pseudonym as a reference to James Joyce's *Ulysses*. In his study, he has a small framed print of a woman who very much resembles Ulysses' wife, Penelope (see *The Seventh Doctor Expanded Universe Vol.2*). His assistant at the University is a woman with reddish-blond hair called Larna (see A86).

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

PROFESSOR JENNIFER NAGLE (*Dominion*)

Back in the 1970s, after she got her PhD in theoretical physics from Princeton University, Jennifer Nagle did a little digging around and discovered the existence of UNIT. Earth seemed to come under attack from an alien or home-grown menace every other week, but UNIT was instrumental in covering it all up. Nagle desperately wanted in, of being part of the elite who knew.

One day, she had a visitor, a well-dressed Englishman in his fifties who told her all about UNIT and made her an offer: either join, or wave goodbye to her career. Nagle said yes right away, her scientific zeal ("curiosity" was too lame a word) blossoming. She wanted to know everything. She wanted to discover new worlds and new processes and be rewarded for doing so.

Joining UNIT has been the best thing Nagle has ever done. She was based in the US at first, rising to Professor of Theoretical Physics at Princeton. After that, her attachment to UNIT took her all over the world. Twenty years later, she is deeper in, working for C19 (see *The Third Doctor Expanded Universe Sourcebook*) and involved in research kept secret even from most of UNIT.

Nagle's success has been down to one incredibly lucky discovery. After years studying captured alien vessels, she has managed to build the Telecongruency Warp Generator, a device capable of creating a wormhole between the generator's Alpha Node and a Zeta Node created in a distant location by programming in the coordinates. It will allow instantaneous travel across the globe just by stepping into the Alpha Node and out of the Zeta Node. Theoretically, it could allow a person to step onto the surface of the Moon, or even a distant planet.

In 1999, the TC Warp Generator is still undergoing testing. Professor Nagle is Chief Scientist at a secret underground UNIT facility in Sweden and hasn't even seen the light of day for the past two years. Sweden was selected as it's a neutral country and even alien visitors seem to ignore it. All those invasion attempts in the seventies and eighties, and none came anywhere near it. The facility is a former nuclear shelter that C19 purchased from the Swedish government.

Nagle sees her research in largely theoretical terms. If asked about the practical applications, she will enthuse about the possibilities for space exploration and humanitarian aid. What she hasn't considered is the very real likelihood of C19 developing it to be the perfect delivery system for weapons. With the TC Warp Generator, warfare would become precise, devastating and instantaneous. Nowhere would be safe.

Professor Nagle is a petite woman with a long face, pale through lack of sunlight, and perfect white teeth. Her hair, brown with streaks of grey putting her in her mid-forties, is typically pulled back in a ponytail. She wears round glasses and, while on duty, a crisp white lab coat. Nagle speaks in a calm, professional-sounding voice in an accent that could be from Seattle or possibly New York.

PROFESSOR JENNIFER NAGLE

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

SKILLS

Convince 2, Craft 2, Knowledge 2, Science 4 (AoE: Physics), Technology 4, Transport 1

TRAITS

Friends (Major) – C19
Friends (Major) – UNIT
Insatiable Curiosity
Obligation (Major) – C19
Technically Adept

TECH LEVEL: 5

STORY POINTS: 6

**TELECONGRUENCY WARP GENERATOR [Major Gadget]**

Traits: Teleport, Restriction – only between the generator's Alpha Node and a Zeta Node determined by programming coordinates

Cost: 2 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

RACHEL ROWLEY *(The Gallifrey Chronicles)*

In the 1980s, Rachel Rowley was in the same class at Greyfrith Primary School in Derbyshire as Miranda Dawkins (see A17), adopted daughter of the Doctor. At the time, he had been living on Earth since the 1890s, having lost both his memories and his TARDIS as a result of the destruction of Gallifrey. Although Rachel didn't know it, Miranda was an orphan from the far future, now living on 20th Century Earth to avoid her enemies. All Rachel knew was that Miranda was incredibly bright and athletic.

There was that one time though, when Rachel was eleven, when the Doctor saved a lot of the schoolchildren from something called the Network. Rachel has never been sure of the details, but it seems that the Network was some kind of intelligent, self-replicating comms software that runs on organic brains rather than a computer. Its creator, something called the Great Provider, had set it loose on the Universe four hundred million years ago, and it has since spread at the speed of light, assimilating any planet with sufficiently advanced technology.

The kids had been given incredibly advanced mobile phones for free, and these were the route by which the Network took control of their brains. When it tried to do the same to the Doctor, he managed to turn the tables on the Great Provider by some means Rachel is still unclear about.

Rachel lost contact with the Doctor and Miranda after they had moved away down south. It would be over twenty years until she saw the Doctor again, and he still looks exactly the same. By then, Rachel is thirty-three, but she looks younger though prone to puppy-fat.

By this time, Rachel is working as a nurse. The agency that employs her has assigned her to care for an elderly patient in his own home. The patient is a once-famous science fiction author who wrote under the pen-name "Marnal" (see V95). He is now well over a hundred years old and confined to his bed.

But when his relatives arrive to be with him in his final hours, a very strange thing occurs. He appears to die, but he then regenerates into a much younger man, and his real memories return.

After Rachel has ushered the relatives away without them realising what has happened, she learns the truth. Marnal is a member of the advanced race that featured heavily in his novels. He is a Time Lord whose memory was wiped before being left on Earth in 1883. Rachel is on hand to help him try to make sense of what has happened to him. Although he doesn't have his time-space machine, a TARDIS, she helps him build a bottle universe (see G5), which Marnal uses to discover that his home planet has been destroyed, and that the perpetrator of this crime and the man who stole his TARDIS are one and the same: the Doctor!

RACHEL ROWLEY

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

SKILLS

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

TRAITS

Attractive
Brave
Empathic
Healer
Run for Your Life!

TECH LEVEL: 5**STORY POINTS: 12**

Although Rachel continues to help Marnal as he plans his revenge, the more she learns of the Doctor, the more defensive of him she becomes. And when the Earth is attacked by the Vore (see V150), she joins with the Doctor and his friends to try to defeat them.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ROMANA III *(1st in The Shadows of Avalon)*

When Romana II finally left E-Space after years of aiding the Tharils, she returned home to Gallifrey, involved herself in politics and became President (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). During her presidency, the Time Lords became aware of a future War in Heaven against an unknown Enemy (see A54), in which Gallifrey would be destroyed. So preparations were begun to try to avert this catastrophe. It became clear that the War itself was inevitable, but perhaps the outcome could be changed. In order to be a more effective war leader, Romana forced herself to regenerate into a new incarnation, Romana III. This version has a less sympathetic character, haughty, ruthless and even callous, with a drive to protect Gallifrey at all costs.

In appearance, Romana III is an attractive young woman with green eyes and short black hair styled in a flapper fringe. Her toenails are often painted with the swirling colours of the Vortex and she has a tiny tattoo of the Prydonian Seal on her left ankle. This incarnation typically wears chinois pyjamas with a high square collar, and oriental clogs, accessorised with lengths of pearls, bangles and drop earrings made of exotic precious metals. The overall impression is of a silent movie star such as Louise Brooks, though the Doctor commented that Romana now looks like his mother!

Romana III holds the titles of Lady President, War Queen and Mistress of the Nine Gallifreys. The latter comes from the creation of eight additional Gallifreys to act as boltholes, hideouts and decoys to draw Enemy fire, each with identical timelines. Romana has ordered the development of powerful new weapons, many of which she designed herself, and the acquisition of other weapons of mass destruction from across the universe. She set up the Slaughterhouse, a secure armoury held within a stabilised time eddy hundreds of kilometres below the surface of Gallifrey.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Romana survived in office for over one hundred and fifty years, much of which was devoted to planning and preparing for the War in Heaven. She led the attempt to capture Compassion (see A3) in order that she could be mated with bull-TARDISEs to breed a new generation of time-ships more suitable for the coming war. Romana's fate when the Doctor apparently destroyed Gallifrey to prevent it from falling into the hands of Faction Paradox is unknown. However, she was presumably restored along with Gallifrey when the Doctor regained his memories much later.

Romana was again President during the Last Great Time War, though she had reverted back to her second incarnation. It is a matter of speculation, as is often the case with time wars, but perhaps the Doctor's actions in thwarting Faction Paradox rewrote Gallifrey's future, and the War in Heaven was replaced in the timelines by the Last Great Time War. In which case, it is possible that the third incarnation of Romana described here never came to be.

ROMANA III

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	9	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Craft 2, Knowledge 5, Marksman 1, Medicine 2, Science 5 (AoE: Temporal Physics, Psychoanalysis), Subterfuge 2, Survival 2, Technology 5, Transport 3

TRAITS

Attractive
Boffin
Doctorate – Temporal Physics
Doctorate – Psychoanalysis
Feel the Turn of the Universe
Friends (Major) – The High Council of Time Lords
High Office (Special)
Indomitable
Obligation (Major) – Gallifrey
Obsession (Major) – The protection of Gallifrey
Psychic
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced x2
Time Traveller (Minor) – Tech Levels 5 and 6.
Voice of Authority
Vortex

EQUIPMENT

Presidential Seal
Earring Transmitter [Traits: Record (Minor), Transmit. Story Point: 2.]
Hand-Held Computer/Scanner [Traits: Scan. Story Points: 1.]
Presidential TARDIS – use the stats for the Advanced TARDIS in *The Time Traveller's Companion*

TECH LEVEL: 10

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

RUTH (*Rip Tide*)

Ruth is a member of an advanced alien civilisation which has mastered interstellar travel not by means of space-flight, but by a system of spatial gateways through which they can transport themselves to other planets both in their own galaxy and further afield. Fortunately, they are not interested in conquest, only in tourism. The aliens of Ruth's world have a great deal of leisure time, and one of their most popular recreations is using the gateways administered by their equivalent of travel agencies to explore other planets. Strict rules are imposed on their visits: they must not, under any circumstances, betray their origins or influence the visited world in any way, and for that reason they are not permitted to take any of their technology with them, other than the basic necessities for life support and communication.

When Ruth's people visit other worlds, they have genetic adjustments made, to change their outward appearance and to enable them to cope with alien conditions more easily. But the adjustments are only temporary; natural cell renewal gradually lessens their effect and contact with water just speeds up the process. Over a matter of several days, they will revert back to their true state, which not only looks inhuman but is incapable of surviving in Earth-like environments. As the genetic changes degrade, the flesh of their disguise begins to flake then peel away in strips. Beneath it is the structure of a shockingly different entity with blotchy silver-grey skin and small, slim, seven-fingered hands. Their alien structure is completely different to that of humans.

As the genetic disguise breaks down, it becomes less and less able to protect its wearer from alien environments. Earth's atmosphere is particularly toxic to Ruth's people, and they will be unable to survive for long without protection. They are also vulnerable to water, which is lethal to them even in their disguised forms. Ruth therefore cannot swim or drink or take a stroll in the rain.

Ruth's human disguise on Earth is as a petite young woman with long, very black hair. She walks with a feline grace and speaks with an accent that could possibly be mistaken for Italian. In her own language, her real name is a series of hiss-clicks.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 2003, Ruth found herself stranded on Earth when she and her lover suffered an accident while visiting Cornwall. Her lover was killed when he fell into the sea. To make matters even worse, he had the key to the spatial gateway that could take them home. The key, a small metallic cylinder, was recovered by one of the locals, who made it into a pendant. But it is deadly to humans, draining whoever wears it of 1 Attribute point per hour (not reduced by Armour or Toughness).

Without the key, Ruth is unable to open the gateway home, which is hidden in a nearby cave. But even if she does get it back, she may still be too frightened of returning home, having broken her people's rules by losing advanced technology on Earth, something they do not easily forgive.

RUTH

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

SKILLS

Athletics 2, Convince 2, Knowledge 3, Subterfuge 3, Survival 1, Technology 2, Transport 2

TRAITS

Alien

Alien Appearance (Distinctive when presenting as human)

Code of Conduct (Major) – Strict rules governing visits to other civilisations

Environmental (Minor) – Doesn't need to drink

Insatiable Curiosity

Weakness (Major) – Water: Ruth will take 4(2/4/8) damage per Round of exposure to water

Weakness (Major) – When her genetic modification wears off, Ruth will begin to take damage from the Earth's atmosphere, initially at the rate of 1 point per hour, but gradually accelerating

Ruth's genetic modifications have provided her with the following temporary Traits, which will gradually wear off over a period of several days due to natural cell renewal:

Attractive

Environmental (Minor) – Able to survive in Earth's atmosphere

Shapeshift (Major)

TECH LEVEL: 7

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SITTING BULL (*Bad Blood*)

In 1831, the Native American who became better known as Sitting Bull was born. Initially named Jumping Badger, his cautious nature stood out from his fellow children to the point of being nicknamed "Slow". He displayed a great act of bravery at fourteen, peacefully disarming a member of the rival Crow tribe. A great feast was held in Jumping Badger's honour, where he inherited his father's name: *Tháŋka Íyotake* (Tatanka Yotanka), approximately translating as "buffalo who set himself to watch over the herd", and simplified to "Sitting Bull".

This would prove fitting, as he eventually became the leader and holy man of his Lakota Sioux tribe (located in what would be later named South Dakota). From 1866 to 1868, he led numerous war parties against U.S. army forts built to protect travellers, in what was known as Red Cloud's War after the native leader primarily organising the effort. Yotanka continued to oppose colonising efforts, resisting railway development through native plains and attempts to mine for gold in the Black Hills of Dakota in the mid-1870s.

Around this time, Sitting Bull received a vision telling him of a knowledgeable man who would appear out of thin air and assist the Lakota. The only truly surprising thing about this mysterious "Doctor" was his white skin. The Doctor assisted the tribe in dealing with the Windigo (see V156).

Sitting Bull's refusal of U.S. dependence became famous, and natives across America joined his camp at Little Big Horn River for safety as its population swelled to an estimated 10,000. General Custer (see V65) planned to attack the natives, ignorant to just how outnumbered his own forces were. Before the Battle of Little Big Horn, Sitting Bull received a vision of many soldiers falling upside-down into the Lakota camp. It proved prescient, and the natives won an overwhelming victory. However, this would be short lived. The government now knew the strength of Sitting Bull's camp, forcing his followers to surrender through overwhelming attacks. Refusing to do so, Yotanka spent years in Canada until being forced to return to America out of desperation. He gave up his rifle, wishing for it to be noted that he was the last of his tribe to do so, and was given a reservation in Standing Rock.

In 1884, Sitting Bull was allowed to tour the country as part of travelling entertainment troupes, most famously *Buffalo Bill's Wild West Show*. He earned a small fortune (almost all given to the homeless) from riding around arenas and giving speeches about his desire for reconciliation between the Sioux and white Americans, with audiences romanticising his culture. He reportedly broke from his script and spoke contempt about the white men's actions in his native tongue, with his audiences none the wiser.

In 1890, Sitting Bull was shot by a police officer for allowing another tribe to enact loud rituals on his reservation, intimidating

local white men. While an ignoble end, Sitting Bull's legacy was to become one of the most well-known and celebrated figures in Native American history.

SITTING BULL

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

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 2, Craft 1, Fighting 3, Knowledge 4 (AoE: Native American Culture and Rituals), Marksman 2, Medicine 2, Subterfuge 1, Survival 3

TRAITS

Adversary (Major) – U.S. Government
 Authority (Major)
 Brave
 Code of Conduct (Minor) – Spiritual Code of Ethics
 Empathic
 Fame (Major)
 Healer
 Indomitable
 Marginalised
 Obligation (Major) – Lakota Sioux tribe and Native Americans as a whole
 Quick Reflexes
 Voice of Authority
 Well Mannered

EQUIPMENT

Flintlock Carbine Rifle: 4(2/4/8) damage

TECH LEVEL: 4

STORY POINTS: 8

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SPRING-HEELED JACK *(The Curious Tale of Spring-Heeled Jack)*

1840: the birth of the Victorian age is an exciting time. Recently-installed gas-lamps mean London is finally developing a rich nightlife culture. Of course, there are attractions beyond plays and music, such as the urban legends of Spring-Heeled Jack.

The sightings started three years ago. The reports are of a crazed man with the superhuman ability to leap as if on springs, accosting ladies and tearing at their clothes to reveal undergarments. Beyond that, reports vary, to the point where some believe that Jack is purely a myth. Even among those who believe in his existence, accounts differ. Some believe he's simply a shared identity for rowdy men who want a laugh, while others think he's the devil himself! Scotland Yard certainly believe in Jack's existence, and are trying to track him down under the assumption that he's an escaped circus freak. They're all wrong.

Jack has a bandaged, spindly body that moves with manic energy. Glowing red eyes peek from the shadows of his hooded face. His speech patterns are just as odd; surreal, poetic ramblings in a scratchy voice, cackling odd metaphors, allusions and nicknames. Given his physical capabilities, one would assume that Jack is extra-terrestrial. That, and the fact that he can blast bursts of blue fire from his mouth.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jack is indeed an alien, one that resembles a horned gargoyle, right down to his hardened skin, which is resistant to flames. His blue fire merely appears as such. It's actually a form of psychic probe and only capable of mental damage. This probe is incredibly strong; after engulfing the Doctor, Jack knew all about the events that led him to run from Gallifrey! It has two drawbacks: a victim with their own psychic abilities can easily turn the effect back on Jack, and it only affects creatures with human-like intelligence.

Jack's own mind is twisted and paints with broad strokes. His planet was destroyed by war, most of his kind pointlessly slaughtered by a humanoid enemy species. This enemy is currently planning complete genocide by developing a new weapon... and the scientist doing so is hiding in London.

Jack has spent about three years hiding in the shadows and searching for this enemy scientist, a young woman named Morjanus (see A42). As time has passed, he has grown more and more desperate, as Morjanus deliberately chose a densely populated city to hide in.

As Morjanus has an alien hate symbol tattooed on her chest, Jack's desperation has led him to accosting random women in the hope of finding it and identifying her. But recklessly reading so many minds too quickly, his sanity has begun to deteriorate. Forgetting his name, Jack took on the identity given to him by local Londoners.

Despite his madness, Jack is fundamentally kind and avoids killing.

SPRING-HEELED JACK

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

SKILLS

Athletics 6 (AoE: Acrobatics), Convince 2, Fighting 3, Knowledge 1, Subterfuge 2, Survival 3, Technology 2, Transport 1

TRAITS

Alien
Amnesia (Major)
Code of Conduct (Minor)
Eccentric (Major) – Theatrical lunatic
Keen Senses (Minor) – Smell
Natural Weapon (Major) – Mental Fire: Anyone touched by Jack's blue fire must make a contest of Presence + Convince with Jack having a +4 bonus. If they fail, they take 2(1/2/3) Resolve damage and Jack can read their mind. An opponent with the Psychic Trait may reverse this attack on Jack himself, even if they failed their own roll.
Obsession (Major) – Hunt down and stop Morjanus
Psychic
Resistance – Fire
Special – Superhuman Leap: Can leap up to Strength x 20 metres (half that vertically)
Tough
Wanted (Major) – By Scotland Yard

TECH LEVEL: 6

STORY POINTS: 8

He simply plans to erase Morjanus' identity when he finally finds her. Jack now considers London his home, and doesn't want returning to his birthplace. In fact, he plans on becoming a street vigilante for his adopted city!

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TIANNA (*The Time Lord's Story*)

Eltiannachrisanik – Tianna by choice – is a young Time Lord who works in a mind-numbingly dull job in the Department of Administrative Records. She is slim and attractive, with long, unruly, red hair.

Tianna has an outstandingly bland little office in the Capitol. Twice a day, she checks to see if any new records have been sent through the channels to her office and twice a day she is disappointed. In all the interminable time she has been in the job, she has only ever received three messages. One was intended for the Department of Time, and the other two were from family members eager to let her know how disappointed they were with her position.

Because of the lack of actual work, Tianna has busied herself with a pet project: reading the files on Time Lord renegades. Her favourite is the Doctor. While not exactly illegal, her superiors would frown upon her reading these records, especially when she should be working (despite not actually having anything to do).

It is only because of the additional safety protocols Tianna added to hide her own activities that she stumbled across evidence of somebody accessing the most secret and restricted of records from the Rassilon era. Somebody who is clearly very intelligent and very high up, who has tried to cover their tracks. Tianna would report it to the Chancellery Guard. But given the apparent seniority of whoever it is, can she trust them? In fact, who can she trust? Perhaps contacting the Doctor would be better.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The files have been accessed by Commander Handrel, a traditionalist who will probably be up for a seat on the High Council in a century or two. Handrel has been using a time-scoop to capture monsters from the Dark Times to conduct genetic experiments on them down in the bowels of the Old Town beneath the Capitol. He has been trying to find the secret of perpetual regeneration and immortality.

Among Handrel's subjects is an immature Great Vampire. When the Doctor and Tianna confronted him, the Vampire broke free and ripped Tianna's throat out, transforming her into one of its servants, before the Doctor used the time-scoop to send it back to the Dark Times. Because of Handrel's experiments, Tianna is not only a Vampire, but one with perpetual regeneration. She cannot die. Even if her head were cut off, she would probably grow a new one.

Co-ordinator Vansell (see *The Sixth Doctor Expanded Universe Sourcebook*) subdued Tianna, incidentally forcing her to regenerate several times, and imprisoned her in a stasis cabinet. The Doctor promised to find a cure for her condition. But until then, he has left Tianna on board a version of the airship R101 drifting through the Vortex, along with others he has placed here to protect the Web of Time.

TIANNA

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

SKILLS

Convince 1, Craft 3, Knowledge 4, Science 3, Subterfuge 4, Technology 4, Transport 1

TRAITS

Attractive
Cloistered
Feel the Turn of the Universe
Time Lord
Vortex

TECH LEVEL: 10

STORY POINTS: 8

TIANNA THE VAMPIRE

After Tianna is turned into a Vampire, her stats are adjusted as follows:

ATTRIBUTES: Tianna's Strength is increased to 5.

TRAITS: Tianna gains Dependency (Major: Suffers a -4 penalty on all rolls if denied blood for an extended period), Distinctive, Enslaved, Fast Healing (Special), Frenzy, Hypnosis (Major), Immortal (Special), Immunity (Has the usual vampire resistance to injury), Indomitable, Infection (Can create new vampire slaves with her bite), Obsession (Minor: Blood), Psychic, Psychic Training, Telepathy, Time Lord – Experienced x3, Tough, and Weakness (Major: Direct sunlight will kill her).

STORY POINTS: Reduced to 4.

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TIME COMMANDOS (*Eater of Wasps*)

In England in 1933, the Doctor stumbled across a trio of time commandos sent back three thousand years by the Time Agency to carry out a vital mission to prevent the destruction of Earth by a stolen experimental weapon (see *G2*). They were inserted into 1933 by a transduction beam and, to get back to their own time, they have to rendezvous with the transduction point before the beam's countdown reaches zero.

The three commandos are Kala, Jode and Fatboy. Their equipment includes neuro-stunners, which might loosely be termed stun guns but which can cause permanent synaptic damage, wrist-scanners keyed to detect the rogue chronon displacement caused by time travel, and SNS suits. SNS (spectrum non-specific) suits consist of camouflage fatigues with balaclavas, and are made from a synthetic polyprismatic mesh that duplicates the colours and shapes of its immediate surroundings, rendering the wearer practically invisible to the casual glance. In cover, the wearer is difficult to detect even if someone knows what to look for. Even their boots are designed to reduce the noise they make.

The mission leader is Kala; at least, that's her name for this one. She is taller than average, with fine-boned features, a wide mouth and steady green eyes. Her dark-red hair is cut in a no-nonsense style: straight across her eyebrows and straight across at the nape of her neck. Kala doesn't like fuss or delay, and anything which complicates her mission makes her crabby. Kala isn't afraid of using the team's last-resort weapon and detonating its thermonuclear device if all else fails, reasoning that it would have a limited effect on Earth's history this far back from her time. Doesn't her mere existence prove that it won't affect her future? But she might be persuaded to use other methods if she can still recover or destroy the stolen weapon.

Jode is younger than Kala and secretly considers her to be too soft and therefore unreliable. He knows that she has started to look on Fatboy as a team member and not the robotic weapon that he really is. Jode is a large man. He has dark skin and strong, broad features with a nose that was once broken in a fight. He has refused any attempt to have it straightened because he considers personal appearances to be irrelevant. Jode is more likely than his leader to take extreme measures to ensure the mission's success.

The third commando is Fatboy. He has a young, thin face with big eyes and long lashes, and a habit of chewing his bottom lip when concentrating. It's difficult not to like him. But despite his totally human appearance and personality, Fatboy is a sophisticated android with full artificial intelligence and omnitrionic control processors. But more than that, he's a walking, talking thermonuclear device. The flesh beneath his SNS suit is pure white and shines like plastic. Fatboys have been in use for several decades in his native time period, and he is a last-resort weapon to be used if the target device cannot be recovered. Kala and Jode each have a code word. If both are spoken, Fatboy is primed and a countdown of forty minutes begins, to allow its operators a chance to escape. Once armed, the countdown cannot be aborted, and

KALA

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

SKILLS

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

TRAITS

Attractive
Brave
By the Book
Five Rounds Rapid
Quick Reflexes
Time Agent
Vortex

EQUIPMENT

Neuro-Stunner: S(2/S/S) damage
SNS Suit [Traits: Invisible (Special Good). Story Points: 4.]
Wrist-Scanner [Traits: Scan (chronon displacement). Story Points: 1.]
Wrist-Binders [Traits: Entrap (Minor; hands & wrists only). Story Points: 1.]

TECH LEVEL: 8

STORY POINTS: 8

Fatboy will violently resist any attempt to defuse or move him. The explosion will destroy everything within a fifteen kilometre radius. But, due to a limitation of his programming, Fatboy is paralysed for the final four minutes of the countdown, providing a narrow window of opportunity to defuse the bomb.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The time commandos are from three thousand years into the future, the time of the Icelandic Alliance and the Peking Homunculus (see *The Talons of Weng-Chiang*). The weapon the

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team is hunting is the creation of Magnus Greel (see *The Fifth Doctor Expanded Universe Sourcebook*).

The commandos do not know exactly what the weapon is. They know it was stolen by rogue time thieves who tried to escape with it in a random time-transduction leap. The thieves were vaporised before they even arrived in 1933, but the non-organic weapon survived and will try to carry out its programming.

JODE



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

SKILLS

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

TRAITS

Brave
Distinctive
Five Rounds Rapid
Ruthless (Major)
Time Agent
Tough
Vortex

EQUIPMENT

Neuro-Stunner: S(2/S/S) damage
SNS Suit [Traits: Invisible (Special Good). Story Points: 4.]
Wrist-Scanner [Traits: Scan (chronon displacement). Story Points: 1.]
Wrist-Binders [Traits: Entrap (Minor; hands & wrists only). Story Points: 1.]

TECH LEVEL: 8

STORY POINTS: 8

FATBOY



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

SKILLS

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

TRAITS

Armour (5 points)
Brave
By the Program
Charming
Machine
Quick Reflexes
Robot
Special – Thermonuclear Device: Fatboy contains a nuclear bomb capable of destroying everything within a 15km radius. It has a 40 minute timer and Fatboy is programmed to resist any attempt to defuse it during the countdown. But due to a programming limitation, Fatboy is paralysed during the final four minutes.
Time Agent
Vortex

EQUIPMENT

Neuro-Stunner: S(2/S/S) damage
SNS Suit [Traits: Invisible (Special Good). Story Points: 4.]
Wrist-Scanner [Traits: Scan (chronon displacement). Story Points: 1.]
Wrist-Binders [Traits: Entrap (Minor; hands & wrists only). Story Points: 1.]

TECH LEVEL: 8

STORY POINTS: 6

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ULYSSES, SALDAAMIR & LARNA

(Unnatural History, The Gallifrey Chronicles)

Ulysses is the name adopted by a Time Lord explorer around the time the Doctor was born, inspired by a mythical adventurer from Earth. Although travel outside of Gallifrey was frowned upon, Ulysses wasn't a renegade of the type later popularised by the likes of the Doctor, the Master and others. He continued to return to Gallifrey even after he fell in love with, seduced and married Penelope Gate, a human from 1883 who had developed a time travel machine (see *The Seventh Doctor Expanded Universe Sourcebook, Vol.2*). Ulysses and Penelope continued their exploration of the Universe, often accompanied by an alien called Mr Saldaamir. In the incarnation in which he met Penelope, Ulysses is a powerfully built man with white hair and a clipped beard. He has rugged features, a weathered face and dark eyes.

Mr Saldaamir is the last survivor of one of the elder races that populated the Universe eons before the Time Lords. They lasted for billions of years in an age of heroism, exploration and discovery. But they were all but wiped out in the elder races' Time Wars. Saldaamir's home planet was destroyed, and then his adopted home planet. The unhappening of his planet robbed him of his family, his memories and his companions. In order to root himself to a new location, he entered into a marriage of convenience with a witch, in a similar manner as the Doctor did with Scarlett (see A20) after the destruction of Gallifrey.

Saldaamir is now the fourteenth oldest being in the Universe. He's a smartly dressed humanoid, around six foot three, immortal, of average build, politely-spoken and bright blue. He can't be killed by conventional means. Saldaamir can't travel in time, by any method at all except the slow way. But he knows enough about the future to be in the right place at the right time.

Mr Saldaamir protects the timeline. He's not too worried about people changing history or exterminating other people. What matters is that there is a timeline, however messed up. Mr Saldaamir can see the future. He's seen Last Contact, the point at which the Enemy (see A54) becomes known and the War in Heaven becomes inevitable, and it worries him.

As well as his travels with Ulysses and Penelope Gate, Saldaamir spent the late Cretaceous to the present day living in San Francisco, as it's the home of a number of interesting temporal anomalies. He, Ulysses and Penelope are particularly interested in temporal cicatrices (see G20) since they were contacted by Lady Larna, a Time Lord from the future in which it is already known that the War in Heaven will happen. Larna has been sent back to make sure that events continue to happen in the correct sequence so that Gallifrey is not destroyed prematurely, and she has recruited Ulysses and his companions to help. Larna has long blonde hair that falls to her waist.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Castellan Marnal (see V95) became aware of the quartet's

ULYSSES



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

SKILLS

Athletics 2, Convince 3, Fighting 2, Knowledge 4, Marksman 2, Medicine 2, Science 4 (AoE: Temporal Physics), Subterfuge 2, Technology 4, Transport 3

TRAITS

Boffin
Brave
Code of Conduct (Major) – Protect the timeline
Dark Secret (Major) – His half-human son
Devotion – Penelope Gate
Feel the Turn of the Universe
Insatiable Curiosity
Technically Adept
Time Lord
Time Lord – Experienced x8
Time Traveller (Special) – All Tech Levels
Vortex

TECH LEVEL: 10

STORY POINTS: 8

activities and threatened to expose them to the High Council, an act which would jeopardise the timeline, Ulysses wiped his memories and dumped him on Earth in 1883 to be looked after by Penelope's mother.

Ulysses and Penelope had a child together, a son who's half-human on his mother's side. It is suspected that this may be the Doctor (see the *TV Movie*), though the Doctor being born naturally would conflict both with him being loom-born into the House of Lungbarrow (see *The Seventh Doctor Expanded Universe Sourcebook, Vol.2*) and with him being the Timeless Child.

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MR SALDAAMIR



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

SKILLS

Athletics 1, Convince 3, Fighting 1, Knowledge 6, Marksman 1, Science 4, Subterfuge 3, Survival 4, Technology 3

TRAITS

Alien
 Alien Appearance
 Amnesia (Minor)
 Bound – The Earth (see V124)
 Code of Conduct (Major) – Protect the timeline
 Feel the Turn of the Universe
 Immortal (Major)
 Immunity – Cannot be killed by conventional means
 Last of My Kind
 Natural Weapon (Special) – Mr Saldaamir's teeth are strong enough to bite through bone and have the Armour Piercing Trait (ignoring the first 5 points of Armour)
 Precognition
 Psychic
 Technically Adept
 Time Traveller (Special) – Having lived for so long, Mr Saldaamir is conversant with all Tech Levels
 Weakness (Minor) – Mr Saldaamir cannot travel in time; it simply will not work for him
 Well-Mannered

TECH LEVEL: 11

STORY POINTS: 8

However, the Doctor's biodata (see G17) has been messed with so many times by now that all of these origins could be correct, though probably not at the same time. The Doctor himself believes that only one can be true and the others are just dreams.

It's likely, though not definitively confirmed, that a later incarnation of Ulysses went into hiding on Earth under the name Professor Daniel Joyce (see A75) after the death of his wife. A reddish-blond incarnation of Larna worked with him at the University of California, Berkeley.

LARNA



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

SKILLS

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

TRAITS

Attractive
 Brave
 Code of Conduct (Major) – Protect Gallifrey's future
 Feel the Turn of the Universe
 Obligation (Major) – The future High Council
 Technically Adept
 Time Lord
 Vortex

TECH LEVEL: 10

STORY POINTS: 8

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WOLFCASTLE *(The Code of Flesh)*

In 1890s Cardiff, Dr Anton Trethewey is hosting a series of dinner parties with a rather unorthodox entertainment. These events have become known as “anaesthesia frolics” and involve the inhalation of ether by the dinner guests. The use of ether as an anaesthetic is still treated with suspicion by the British medical establishment, and Dr Trethewey hopes in his own way to demonstrate that it is perfectly safe to use as an anaesthetic.

However, quite apart from the medical establishment, another far more sinister figure is opposed to Dr Trethewey’s activities, one who is willing to resort to violence. A large dark figure is keeping watch on Trethewey’s mansion, his face concealed in the shadows beneath a wide-brimmed hat and his form hidden within a voluminous caped coat. This man has prodigious strength, capable of smashing down solid oak doors or overturning a carriage.

This mysterious figure calls himself Professor Wolfcastle. Wolfcastle lives in a rundown house in one of the roughest areas of Cardiff. The house was formerly a grand affair, but is now derelict. Although the glass in its conservatory is smashed, permanently closed velvet curtains keep out prying eyes. Inside, the rest of the house is crumbling plaster and peeling wallpaper, but the conservatory is fitted out as a surgical theatre with the most modern of medical equipment.

From the basement of the house come the sounds of a piteous wretch kept imprisoned behind a locked door...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The prisoner is the real Professor Wolfcastle, and the hulking man in the coat and hat is his creation, constructed Frankenstein-like from body parts stolen from corpses. Like the fictional Baron Frankenstein, Wolfcastle was obsessed with creating life. Initially, he stole bodies from the city’s graveyards, but as his obsession turned to madness, he murdered to obtain the parts he needed.

Miraculously, Wolfcastle was able to reanimate the patchwork corpse he had sewn together, and his thoughts turned to creating a wife for his creature. But when his creation realised that the Professor was planning to murder women, he rebelled, locked him up and took his name.

But the disappearances have continued. The creature calling himself Wolfcastle suspects that Dr Trethewey may be responsible and is looking for an opportunity to end his unholy experiments. Although Wolfcastle is wrong as to Trethewey’s motives, he is correct in that the disappearances are the responsibility of the surgeon, who is actually working in league with the alien Shrave (see V131).

Wolfcastle is a tragic and strangely noble figure: a man given life without wanting it. Like Mary Shelley’s (see A16) monster, he is easily misunderstood, particularly as he is willing to murder to prevent further crimes. But he will not kill his creator, the original Professor Wolfcastle whose mind is irreparably broken, and

WOLFCASTLE

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

SKILLS

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

TRAITS

Distinctive
Menacing
Outcast
Tough
Unattractive

EQUIPMENT

Pistol: 4(2/4/6) damage

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

provides him with food and water.

Beneath the collar of Wolfcastle’s coat, a livid and crudely-stitched scar runs around his neck. Similarly, his cuffs conceal the scars around his wrists. Wolfcastle is articulate, but his features are rough, like those of a boxer. He is usually armed with a pistol.



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ZEZANNE (*Sometime Never...*)

ZeZanne is the daughter of Miranda Dawkins (see A17), who was adopted by the Doctor during the 1980s while he was suffering from amnesia and stranded on Earth. She is therefore also his granddaughter. Her father, Miranda's partner, is long dead by the time the Doctor meets her.

ZeZanne was born in the far future, to which Miranda had returned to rule the last remaining civilisation as the stars gradually die around them. In human terms, she looks to be around fourteen. Her face is thin and her dark hair is cut short. Everything about her seems spiky until she relaxes. Then her face seems rounder, less angular. Her eyes are like those of a cat, moist and wide and almost glowing as they catch the light. ZeZanne is confident, quietly assured and burningly intelligent. She's very much like her mother was at her age, only with her father's dark hair.

Although she appears to be human or Gallifreyan, ZeZanne and Miranda are actually members of a race that have replaced the long-vanished Time Lords in the distant future. Like her mother, ZeZanne has an alien metabolism and is intelligent beyond her years. She understands something of temporal technology, though lacks the practical experience that comes with time travel.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

ZeZanne met the Doctor when she found herself temporally displaced and brought back in time as part of the machinations of the Council of Eight (see V25). In their crystalline palace within the Vortex (see L103), the Council of Eight used hourglasses to provide artificial time, in a similar manner as a spaceship needs artificial gravity. Each hourglass is linked to a person in real space, allowing Octan, the leader of the Council of Eight, to manipulate their timelines. One of the hourglasses was linked to ZeZanne and, at a very crude level, this enabled Octan to threaten her life: if an hourglass is broken, the person to whom it is linked rapidly ages to death.

However, not all members of the Council of Eight were as ruthless as Octan, who wished to wipe the entire human race from history so that it no longer existed, in order that his own people came into being. When Octan was defeated by the Doctor, a Council member named Soul (see V26) helped ZeZanne escape from the Vortex Palace in Sabbath's (see V122) timeship, *The Jonah* (see G13). Miranda had already been killed, so ZeZanne was now an orphan.

Both Soul and ZeZanne lost their memories as a result of the trauma of their escape. When *The Jonah* materialised, it was in a junkyard in London on a foggy evening in 1963 in one of a myriad of alternative timelines. Neither remembered who they were. Something from their recent experiences led Soul, now appearing as an old man with long white hair, to believe that he was the Doctor, while ZeZanne took him to be her grandfather. Outside the ship, which had assumed the form of a battered British police box, new adventures waited for them...

ZEZANNE

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

SKILLS

Athletics 3, Convince 2, Fighting 1, Knowledge 3, Medicine 2, Science 3 (AoE: Temporal Science), Subterfuge 2, Technology 3

TRAITS

Alien
Experienced
Feel the Turn of the Universe
Impulsive
Keen Senses (Minor) – Vision
Run for Your Life!
Special – Alien Metabolism: ZeZanne can spend a Story Point to achieve effects such as metabolising alcohol or increasing her adrenaline production

TECH LEVEL: 8

STORY POINTS: 6



MONSTERS AND VILLAINS

ABANAKS *(Grimm Reality)*

The Abanak have a reputation for being a good people and skilled traders. They are considered to be trustworthy, and they have the looks to match. After all, no one can mistrust a creature that looks like a friendly pink hippopotama-person, bulky but with the air of a cartoon character. It's probably their trademark smiles that make the Abanaks such valuable trading partners, making them seem both Buddha-like and yet outrageously toothy. There's nothing quite as good at clinching a bargain with humans as a big, grinning, friendly hippopotamus. Abanaks are made for working in advertising, marketing, public relations and

diplomacy as well as trading, though of course they can be found pursuing all sorts of careers.

As might be expected, Abanaks are very strong. They have wide-set, long-lashed eyes which add to their "cuteness". Although their chubby hands have thick fingers, they have little hippopotamus legs and their hoofed feet are remarkably small. As large, seemingly cumbersome creatures, they run like a joke but they can cover the ground at a surprising rate. The native Abanak language sounds like a series of chortles and hoots.

Although most commonly pink, Abanak hides change colour to reflect their emotional state. Pink is good, meaning relaxed and friendly, seemingly their default setting. But a mottled mauve sheen is less so, as it indicates annoyance; whereas the colour of focussed, bored or unemotional Abanaks tends to fade to grey. Although their tough skin is thick enough to absorb a lot of damage, they do have a couple of weak spots. A blow to the jaw muscle or to the left side of their face just over the ear delivers excruciating pain to an Abanak, reducing it to a writhing heap on the floor.

Abanaks are considered middle-aged by the time they're in their mid-twenties. Actually, they measure their age in "summers" rather than "years" as most of them still tend to spend the winters asleep if possible. Of course, in the modern universe there are plenty of professions that require Abanaks to remain active all year round. Professions like nuclear technicians, spaceport staff and tour guides.

By the 29th Century, the crews of multi-species starships commonly operated by the interstellar corporations at this point in time often include Abanaks happily working alongside humans and other aliens.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the Abanaks' reputation is that of a trustworthy and friendly people, they are not above greed and selfishness. The Doctor encountered a ship crewed jointly by Abanaks, Vuim (see V153) and humans which had discovered the living planet Albert (see L3). The Abanak captain, Wulfstan Timtangle, plotted with his fellow Abanaks to betray the others and steal the planet's resources to make themselves rich.

It therefore seems that Abanaks have no problem betraying a trust so long as they aren't found out. When Timtangle's plans were discovered and foiled, he expected to be put on trial by the courts of his people, which do not smile on failure or on the tarnishing of their reputation. Of all Timtangle's crimes, the one of insufficiently covering his tracks weighed heaviest against him.



ABANAK

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

SKILLS
 Athletics 1, Convince 4 (AoE: Negotiation), Fighting 2, Marksman 3, Survival 1, Technology 2, Transport 3

TRAITS
 Alien Alien Appearance
 Armour (5 points)
 Charming – Abanaks use their cute appearance to gain a +2 bonus on Presence rolls
 Fast (Minor)
 Weakness (Minor) – Abanaks have two weak spots. One is to the left side of the face just above the ear and the other is the jaw muscle. A single hit to either will disable an Abanak (effects like a normal Stun). There is a -4 penalty for aiming a blow at either spot.

TECH LEVEL: 6
STORY POINTS: 3-5

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE ABSOLUTE *(History 101)*

The creators of the Absolute are now long gone, and who they were remains unknown. But they created the Absolute to record sections of history, objective and unfiltered by perspective, and to send all data back to the System to analyse and for the Hub to store. An Absolute is assigned a set period of history and a defined geographic or spatial area to observe and record. They do so by accessing the perceptions of as many people within those parameters as possible to arrive at a definitive, unbiased truth.

An Absolute is not normally visible, at least not to those who are lacking a sensitivity to time. After all, being observed would influence the subject's behaviour. Often, they will inhabit a suitable technological system within the area of study, one which allows them to move around and monitor people and events. The Absolute particularly approve of the telephone. It may be primitive, prone to error and omission, but its structure reminds them of the System they report into. The telephone is designed to convey information and is as close to a natural environment as the Absolute can find in most eras.

To those able to see it, an Absolute has the form of multiple interlocking images taken from the data it has acquired. It can acquire the forms of those it has recorded, becoming ghostly duplicates leaving after-images as it moves. The faces and voices it adopts flicker and change from moment to moment, with joins or lines between the different features of a human face and body, and limbs oddly angled. Not quite like a photofit, as the elements have all the usual dimensions, depth and movement. But the perspectives are slightly skewed, just out enough to confuse the eye. In emergencies, an Absolute can attempt to possess a specific individual, the better to be able to view history from a single perspective. But the stress of this more often than not kills the subject.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sabbath (see V122) believed the System to be a threat to him, fearing that it contained all the dirty little secrets of his life, such as what exactly happened to him during his initiation into the Service. He equipped an agent (see V125) with a pair of spectacles capable of seeing an Absolute and sent him to Spain in the 1930s. When the agent used the spectacles on the Absolute assigned to record the Civil War (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), the Absolute was itself changed by the act of observation. It became unable to make sense of the events taking place, unable to determine a single, unbiased truth from the passionate political views all around. Sabbath hoped that this would result in the System collapsing.

But the Absolute was driven insane. Its presence affected the perceptions of all those caught up in the events it observed, for example leading to confusion over who or what was responsible for the bombing of Guernica (see L15). The Luftwaffe, Spanish Republicans, or something else? The Absolute determined to take drastic action to recover the situation...

THE ABSOLUTE



AWARENESS	10	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	4	STRENGTH	4

SKILLS

Convince 1, Knowledge 6, Subterfuge 2, Technology 5

TRAITS

Alien Appearance

Alien Senses – Able to view and replay history throughout the timeline and physical space of the parameters of its mission

By the Book

Control (Major) – Able to inhabit, travel through and control communications systems and similar networks

Feel the Turn of the Universe

Invisible (Special) – The Absolute is normally invisible to anyone who does not have Feel the Turn of the Universe (or some other means of detecting it)

Possess – The subject of a possession attempt takes 4(L/4/0) damage

Psychic

Robot

Scan

Transmit

Vortex

Weakness (Major) – If an Absolute is corrupted by subjective viewpoints, it must make a Difficulty 18 Awareness + Resolve roll or gain Eccentric (Major: Insanity) and Weakness (Minor: Isolated from the System); a Disastrous failure might also corrupt the System itself. The corruption also affects the perceptions of anyone in the Absolute's proximity, making it difficult to determine the truth of events they witness, requiring Awareness + Resolve rolls against the Absolute.

TECH LEVEL: 9

STORY POINTS: 5-8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ALFRED STAHLBAUM *(The Silver Turk)*

At the 1873 Vienna Exposition (see *L101*), an exhibit called the Silver Turk (see *V134*) draws large crowds. It is an automaton swathed in silks and bedecked with a mask and turban, and which plays musical instruments and games of checkers and chess. The owner of the exhibit is one Alfred Stahlbaum, who has a remarkable collection of automata, clocks and mechanical toys back at his garret.

Stahlbaum claims to be the Turk's creator. But whilst he is undoubtedly a clever man, such a claim seems unfeasible. Beneath his obsequious exterior, Stahlbaum is afraid of something. He has borrowed heavily from a number of wealthy Viennese investors and is hoping that by exhibiting the Silver Turk, he will make enough money to pay his creditors back with interest and leave a substantial sum for himself. However, two of his investors have recently been found dead in a spate of murders on the Ringstrasse, in which the victims are found with their eyes removed.

To complicate matters further, Stahlbaum is in love with Mitzi, the wife of his third investor, Count Wittenmeier. Four years ago, they were a couple. But Mitzi then married the Count. Stahlbaum hopes that by making his fortune, he can win her back.

Beneath the mask and the silks, the Silver Turk is a damaged Cyberman, one of the earliest Mondasian designs. It belonged to master-puppeteer Dr Johan Drossel (see *V38*), who bought it from a forester who found it wandering in the woods. Stahlbaum helped Drossel repair it as much as they could, but stole it when he realised that Drossel merely wanted to keep it for himself.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Cyberman is actually one of a pair, the survivors of a crashed scout ship sent out from Mondas to locate the Earth. Drossel bought both from the forester and still has the second. He has traced Stahlbaum back to Vienna and is using his Cyberman to murder Stahlbaum's investors, preliminary to killing Stahlbaum himself and recovering the second Cyberman. Drossel has his Cyberman remove its victim's eyes so that he can use them in his puppets.

The mind of Drossel's Cyberman isn't as damaged as the Silver Turk's, but it believes itself to be the only survivor. If it learns of the other, it will escape from Drossel, rescue its companion and put in place plans to repair them both and transmit a message to Mondas to give Cyber-Control the location of the Earth.

The Cybermen are fitted with Cyber-hypnosis units. They have both been using these to influence their respective owners. In the case of Alfred Stahlbaum, he is becoming increasingly unstable as the Cyber-ethic of survival and perpetuation of the species struggles to assert itself in the diverse un-logic of the human mind.

ALFRED STAHLBAUM

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

SKILLS

Convince 2, Craft (Wood Carving) 4, Fighting 1, Knowledge 2, Medicine 1, Science 1, Subterfuge 2, Technology 3 (AoE: Automata)

TRAITS

Eccentric (Minor) – Becoming neurotic and paranoid
Face in the Crowd
Inspiring Love – Mitzi, Countess Wittenmeier
Obsession (Minor, later Major) – Survival
Owes Favour (Minor) x3 – His investors
Technically Adept

TECH LEVEL: 4

STORY POINTS: 4

Stahlbaum is becoming more determined to survive, whatever the cost, and to gain the favour of the Empress Elisabeth with his Silver Turk.

After the Doctor dealt with Drossel and the Cybermen and departed in the TARDIS, Stahlbaum unveiled his newest exhibit... the Silver Doctor!

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE ANGEL-MAKER *(Camera Obscura)*

Elizabeth Kelly was a murderer even before she was born. In her mother's womb, she absorbed her sister, a phenomenon not uncommon with unborn twins. She still has her sister's teeth in her hip. But despite what she says, that's not the reason she became a murderer in her adult life and gained the nickname "Angel-Maker" in the newspapers.

Kelly was about eighteen when Sabbath (see V122) hired her. She was born in Ireland in 1875 and moved to England at the age of thirteen. She still has a strong Irish accent. Kelly has a strong-featured face, particularly the two tufts of dark hair right at her hairline, one directly above each eyebrow, like little patches of fur or perhaps even budding horns. They give her a feral look that the simple wine-coloured frocks with black lace collars that Sabbath provides her with cannot entirely domesticate.

Kelly was employed as a skivvy in Liverpool when she first arrived in England. But then she killed a man she had gone to see for an interview for a position. She slaughtered him downstairs, while the seven children she also murdered were found upstairs. Strangely, the knife wounds were almost identical on all the bodies. At her trial, Kelly claimed not to remember killing any of them. But she was convicted and sent to the lunatic asylum which Sabbath rescued her from, persuading the director to let him take her away.

The Angel-Maker is sensitive to time disruptions. To her, past, present and future are all the same thing. It's not that she can see them all at once exactly, more that she can see when things aren't quite right, temporally speaking. She can see cracks in time as if they're cracks in porcelain, and she can sense when somebody is a time traveller, or when an object is anachronistic, or when there is damage to time itself.

The Angel-Maker believes in God and that she must be evil for what she has done. When she first met Sabbath, she thought he might be an agent of the Devil, big and dark and powerful. But in his employ, she has grown devoted to him. It's the Doctor she remains mistrustful of. It's the way that time warps around him so strangely, like grass rippling when the wind passes through it. It hurts her head to look at him.

It was the same with the man she killed. He was wrong, a wrong thing, here and not here. How was she to know that he had been split into eight splinters, that the man and the seven children were all aspects of the same person, and that by killing one of them, she killed them all?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It was the shock of the Angel-Maker's death, killed trying to protect her master, that caused Sabbath in his anger and grief to rip the Doctor's second heart out of his own chest, where it had

ANGEL-MAKER



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

SKILLS

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

TRAITS

Brave
Devotion – Sabbath
Distinctive
Feel the Turn of the Universe
Obligation (Major) – Sabbath
Quick Reflexes

EQUIPMENT

Knife: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 6

been transplanted following the ceremony to bind the Doctor to the Earth. While he had a second heart, Sabbath gained some of the abilities of a Time Lord. Without it, he became mortal again (see V123).



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ARNAULD KLIMT *(To the Slaughter)*

In the early 24th Century, Arnauld Klimt was the director of Falsh Industries' (see V57) scientific research institute on Carme, one of Jupiter's many moons. Klimt was working on illegal weapons research for Robart Falsh, who had lined up a lucrative sale to a race of fish-like aliens called the Icthal. Falsh had also hoped to sell the results to other clients to maximise his returns.

The institute was set up as a two-year project, but the research dragged on for four years and cost billions of dollars, including high levels of investment by the Icthal, with precious little to show for it. All that Klimt had managed to produce was an artificial lifeform something like a cross between a slug and a caterpillar, that can survive without air or moisture and has a body built to withstand the freezing vacuum of space. Hardly the devastating, cutting-edge weapon that Falsh and his clients were expecting.

As a by-product of the development of the slugs, Klimt also produced a new paint product which has some very unusual properties. However, Falsh wants to keep that secret for himself, and Falsh Industries has been manufacturing and selling it under the brand name Halcytone (see G11), claiming it to have been created by the popular *decoratiste* Aristotle Halcyon (see A27).

Unfortunately, Carme was "accidentally" included in a list of Jupiter's moons that were to be destroyed as part of the Unclutter Project under Aristotle Halcyon, to reduce Jupiter's moons to the "Ancient Twelve" which were the first to be discovered by mankind. Although the institute blasted clear of Carme before it was demolished, it was later found that all the crew aboard were dead, including Arnauld Klimt.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Klimt is not dead but is hiding out on Calisto. Having learned of the imminent destruction of Carme and realising that Robart Falsh was out to kill him to hide his failure to produce a weapon for the Icthal, Klimt faked his own death, substituting another crewmember's body and making it unrecognisable before escaping.

Klimt is the image of the mad scientist, having a high forehead framed by spidery, grey hair. He is addicted to diamorphine, but also has to take side effect-limiting pills to keep him in balance. Without the latter, Klimt will quickly become less rational and more psychotic.

The irony of Klimt's situation is that the space slugs he developed are very effective weapons. They give off certain signals that affect the brainwaves, arousing aggression in any animal life nearby. If deposited somewhere where they'll be discovered by an enemy, they'll trigger a series of increasingly violent acts, as the enemy literally tears itself to pieces. It's how the crew of the Carme research institute died, tearing each other limb from limb. Klimt now intends to sell the slugs to the highest bidder.

ARNAULD KLIMT

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

SKILLS

Convince 2, Fighting 1, Marksman 1, Medicine 4, Science 4 (AoE: Biochemistry), Subterfuge 2, Technology 3, Transport 2

TRAITS

Bio-Chemical Genius

Dependency (Minor) – Klimt is addicted to diamorphine painkillers; if he doesn't take a regular dose, he suffers from -2 on all rolls, increasing to -4 after two days

Dependency (Minor) – To counteract the side effects of the diamorphine, Klimt must take regular doses of SE-limiter pills; if he doesn't, he becomes increasingly and homicidally psychotic

Distinctive

TECH LEVEL: 6

STORY POINTS: 6

Halcytone, the paint produced as a by-product of the development of the slugs, is the antidote. If painted on the slugs, it renders their ability harmless by soothing whatever passes for their psyche.

KLIMT'S SLUGS

Attributes: Strength N/A*, Coordination 1, Awareness 2

Skills: Survival 6

Traits: Environmental (Major: Doesn't need air or water, and can survive in most environments, including space), Hypnosis (Minor: Causes rage in anyone nearby – deemed to have equivalent of 8 Presence + Convince only for using this Trait), Size – Tiny (Major), Weakness (Minor: Halcytone nullifies the slugs' Hypnosis)

*Loses any contests of Strength against larger creatures.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

AZOTH (*The Taint*)

Azoth is a fluid droid designed by the long-extinct Benelisans. Although he was originally clothed in organic flesh, his great age has seen this decay and wither away, leaving his metal body exposed. His head is a bronze, featureless globe, scratched and dulled with age.

After billions of years, Azoth arrived on Earth in 1822 to continue the mission he had been built for, his Cavern insinuating itself beneath Bethnal Green in London. But an accident while trying to restrain a human captive resulted in an explosion. Azoth was badly damaged and sealed inside a cryogenic casket while his crystallographic circuits repaired themselves. Although he has revived in 1963, he is still suffering from much of the damage he sustained a century and a half ago. His movements are slow and imprecise. His vision is dim. His voice is slurred and thick with static. But worse, his memories are piecemeal. Although they are being refreshed, Azoth currently has only the barest of impressions as to what his mission is. He can absorb memories from human brains, dead or alive, to add to his knowledge. But this is not the same as having the memories himself.

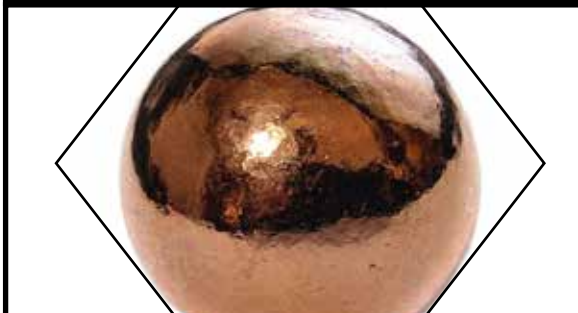
Azoth is assisted by Neville Tarr, a human he captured in 1822 and who has also been revived from cryogenic sleep in 1963. The processing that Tarr has undergone means that he is a willing assistant, acting as Azoth's eyes and providing whatever assistance he can. In order for Azoth to venture out among the humans, Tarr dresses him in an ill-fitting suit and overcoat, with his head concealed beneath bandages. Azoth carries a pair of flintlock pistols that he acquired in 1822.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Azoth's mission is to destroy the Beast (see V9), a swarm of extra-dimensional parasites that wiped out his creators, the Benelisans, billions of years ago. Much of the Benelisans' technology was based on organic crystallography, and the means they devised to destroy the Beast is an organic one.

Azoth is to introduce genetic changes into the populations of planets that the Beast visit to feed. Earth in 1963 is infested with them, though as they exist in another dimension, their presence is undetectable to the locals. Before he was damaged in 1822, Azoth had started his programme by capturing a number of humans and injecting them with a leech-like organism which changes the structure of their brains.

When Azoth was damaged and shut down for self-repair, the programme didn't proceed to the next stage, but the genetic changes passed from one generation to the next. Those affected by this "taint" are prone to mental instability and have Eccentric (either Minor or Major). Some also have Psychic and/or Clairvoyance. Anyone injected with the Benelisan leech gains Psychic, Alien Senses (to see the Beast), Clairvoyance, Telepathy and Telekinesis as the mutation progresses.

AZOTH

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	6
INGENUITY	5	STRENGTH	7

SKILLS

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

TRAITS

Amnesia (Major)

Armour (5 points)

By the Book

Fast Healing (Major)

Impaired Senses (Minor) – Azoth has a -2 penalty on all Awareness rolls requiring sight

Psychic – Azoth uses this to absorb the memories of humans

Robot

Scan – DNA

Special – Bioelectrical Pulse: By expending all his remaining Story Points, Azoth can transmit a pulse that will inflict Lethal damage to all life on a planetary scale

EQUIPMENT

Pair of Flintlock Pistols: 4(2/4/6) damage

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

As Azoth's memory of his mission returns, if he decides that the programme is no longer viable on Earth, he will seek to enact a terminal solution by generating a self-replicating bioelectrical pulse from his brain that increases exponentially, switching off all life on Earth, the Beast included.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BABEWYNS (*The Adventuress of Henrietta Street*)

In 1782, London experienced a spate of attacks by groups of savage apes that were by some named “babewyns”, a Medieval word for gargoyles (and from which the English “baboon” is derived). They are bestial creatures with an almost demonic air and capable of acts of horrific violence. That they are carnivorous cannot be doubted, and they are capable of tearing a man limb from limb with their prodigious strength. Their dark, matted fur and long snouts are often smeared with the blood of their victims.

But the babewyns are not mere Earthly animals. They come from a realm far beyond our world, reached only by those able to voyage through the dimensions. There, at the horizon that exists at the very edge of time itself, is a world of cold, grey stone and ruined cities that mimic the cities of Earth. Over the jagged rocks and ruins, a cold sun like a black, unblinking eye watches everything as if it were the creatures’ god. The babewyns that are found here are ruled over by the King of Apes, a larger, more powerful example of their kind. Travellers who venture here had best beware of these beasts, lest they become their next prey.

Commentators in London of 1782 believed that the babewyns somehow represent mankind’s ignorance beyond the limits of scientific understanding. Perhaps the growth of rational and scientific thinking in this era attracted the babewyns to Earth and to the centres of intellectual advancement.

When the Doctor was able to examine a babewyn, he discovered that it possessed no organs that would not be expected in a normal animal. But he reached the rather unscientific conclusion that, in some way, the babewyns are not actual animals as such, as if they stay alive by sheer will, and their physiognomy is designed just to satisfy the investigator. They are perhaps an elemental force and exist purely as a function of the Universe. The Doctor was puzzled as to why he had never encountered them before, but this may be down to the destruction of Gallifrey allowing some of the old irrational creatures and concepts that had been banished by Rassilon back into the Universe.

Despite their savage nature, Sabbath (see V122) was able to capture some of the babewyns and bend them to his will, training them to become the crew of his time-travelling battleship, *The Jonah* (see G13). Sabbath dressed them in uniforms in mockery of the Royal Navy, without shirt or breeches but with navy blue jackets and, on formal occasions, black admirals’ hats. The blood-curdling howling and cackling of these apes can be heard emanating from within the ship even when the crew are not “manning” the decks, and the smell is like the monkey-house at the zoo. Sabbath’s conditioning of his babewyns is unreliable and they can sometimes revert to their more savage natures before he manages to get them back under his control.

BABEWYN

AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 4, Fighting 4, Survival 3, Transport 2

TRAITS

Alien
Alien Appearance
Climbing (Minor)
Fear Factor 2
Frenzy
Impulsive
Natural Weapons (Minor) – Claws and Fangs:
Strength +2 damage
Tough

TECH LEVEL: N/A: Sabbath’s crew are TL 3

STORY POINTS: 1-3

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The babewyns are actually loyal to Sabbath’s secret master, Octan of the Council of Eight (see V25), rather than to Sabbath himself.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BASKERVILLE *(Trading Futures)*

During the Eurozone era of the early 21st Century (see *L38*), a man named Baskerville arrived from ten thousand years in the future to try to pull the world back from the brink of war. Baskerville believes that the war will indeed be averted and that it is he who prevents it by reaching a deal with the Eurozone that sees them acquire a working time machine. From this, the elite of the EZ become the Lords of Time and usher in a new age of peace, prosperity, and social and scientific progress.

Baskerville is in his sixties, with thin white hair, an aquiline nose and a high forehead. He is willing to take representatives of the EZ on a trip through time to demonstrate his time machine. Those who take up the offer return convinced that he is genuine.

Baskerville's time machine seems to be a simple affair. Entered via an airlock with solid metal doors, it seemingly consists of a room with plain white walls, bare apart from the incongruous shape of a coffee machine in one corner. But this is just the sending area. Baskerville's personal assistant Dee Gordon operates the machine from outside the room. The control box is about the size of a fridge-freezer, with switches and displays all over its sides and thick cables going down through the floor. Baskerville can offer his visitors a journey to anywhere on Earth within the last two thousand years. Which is odd when you remember that he comes from ten thousand years in the future. Did he arrive here after a series of short hops?

To further convince his potential buyers, Baskerville has made a number of predictions of events in the near future. Firstly, he predicts the outcome of a football match, including who scores and when. Secondly, he prophesies the sudden death of a young actress. Thirdly, he predicts that Athens will be devastated by an unforeseen tidal wave. And fourthly, he warns that Toronto will be destroyed by a civil nuclear device being used in a construction project.

Oddly, Baskerville doesn't want money in exchange for his time machine. He just wants half an hour's access to ULTRA, the world's most powerful computer, located in a secure bunker beneath the EZ Security Service headquarters in Brussels.

When his prophesies start coming true, the EZ begin to take Baskerville seriously.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Baskerville is nothing more than a con man. He's not from the future, but he's the richest man in the world. Baskerville has used his incredible wealth to keep his profile very low, and now he's using it as part of his scam, bribing football teams, having an actress killed with undetectable poison, and so on. His time machine seems convincing because the coffee he offers his guests is laced with a hallucinogen which allows Baskerville to convince people that they have travelled in time.

BASKERVILLE



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

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

TRAITS
Arrogant
Charming
Selfish
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 8

Baskerville wants access to ULTRA so he can hack into the International Financial Exchange Computer and route all electronic financial transactions via his own account, allowing him complete control over the world's economy. In short, he merely wants to make himself even richer than he already is!



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BEAST *(The Taint, Autumn Mist)*

There was once a people who dwelled in paradise. They had endured for so long that units of time became meaningless, and they became as gods, forsaking their earthly forms. Then, untold centuries ago, a cataclysm occurred that split the heavens and ruination was visited upon them.

Strange portals appeared in the skies of the people's world. The portals opened and through them came a plague of devils that swallowed all life. The gods made themselves men again so that they might do battle with the devils, which they named the Beast. The Beast could not match the holy fury of the gods and their numbers began to dwindle. But the Beast escaped from the gods and took hell with them to wrap around other worlds, to cast souls beyond counting into their infernal pit, until all life everywhere was spent.

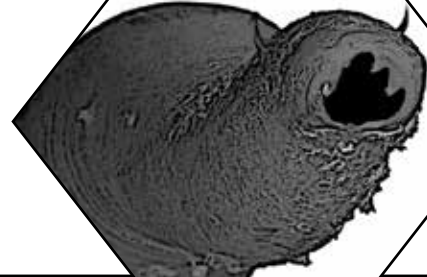
This is one interpretation of the origins of the Beast, albeit is a highly mythologised one. The gods were the people of the planet Benelisa, a world anchoring a collection of spatiotemporal dimensional interfaces. The Benelisans' corner of the universe was riddled with black holes, white holes and all sorts of other physical anomalies. This exercised rather a lot of leverage on their evolution, enabling them to see into dimensions other than the strictly physical. So when the Beast – a plague of parasites that exist slightly outside our sphere of existence – appeared, the Benelisans were almost unique in being able to see them. But this only added to the horror of what happened.

The Beast are dark, fuzzy creatures, each about the size of a joint of meat, seemingly growing out of the air. They are fleshy little Hoover bags that attach to their prey by spindly nozzle-mouths. Two small horns protrude either side of a range of big, bleary compound eyes.

But the Beast are not evil. They do not commit murder, at least not intentionally. They have limited intelligence and are the cosmic equivalent of bedbugs, fleas or head lice, simply doing what they do to survive. Although they cannot normally be seen or felt, they exist close enough to our reality that they can attach themselves to living creatures and feed on their life energy. On a world which passes close enough to their plane of existence, every living thing will have the Beast attached to them, sometimes only one or two but more often a swarm, without their host even being aware. On worlds with a large enough population, this has no significant impact. Only on planets such as Benelisa, which had a low population, can an infestation be in any way dangerous.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Before they were completely wiped out, the Benelisans prepared their revenge. They built a robot, Azoth (see V6), who they sent out into the universe to spread an organic programme in the brains of other species to enable them to fight the Beast. Azoth arrived on

THE BEAST

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

SKILLS

Fighting 2, Survival 5

TRAITS

Alien

Alien Appearance

Flight (Major)

Immaterial – Their extra-dimensional nature

means that the Beast are normally immaterial to humans, though they can feed on physical beings

Invisible (Major Bad) – They also exist beyond the wavelength of human vision

Swarm 6

TECH LEVEL: N/A

STORY POINTS: 1-3

Earth in 1822, where the Beast's dimension was about to align next. In 1963, his plans are about to come to fruition...



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BEIGE GUARDIAN *(Happy Deathday)*

Once upon a time, the first eight incarnations of the Doctor were not only taken from their points in time and transported to another dimension, but tied up and placed as candles on a gigantic birthday cake. Possibly on their very own birthday, but that's not for us to know. This was done by an ancient Guardian with a fierce desire to destroy the Doctor – no, not the Black Guardian, but the Beige Guardian!

This is odd, as no other source on this ancient, mysterious group mentions the Beige Guardian existing at all (see *The Fifth Doctor Expanded Universe Sourcebook*). Maybe this is why he's so temperamental, often overtaken with rage. No, it doesn't stem from his duck-shaped headpiece emoting and having a consciousness independent from him (even if it's rather distracting), but from a deep-seated inferiority complex and desire to be taken seriously. After all, if all the other Guardians got assigned colours like black or gold, wouldn't you hate getting stuck with beige? He's still upset about the time White and Red stuck him in a locker for nearly three centuries.

The Beige Guardian demonstrated cosmic levels of power by summoning the Doctors and having them face their greatest challenge: every enemy they've ever defeated at the same time! Despite this power, he still can't get respect – something that infuriates him to no end and drives him to make mistakes. His immaturity seemed to bleed into his dimension, with the assembled hordes of monsters taking to bellowing football chants, and drunk Ogrons and Sontarans piling out of the pub on Coronation Street.

It's worth noting that every single action taken in his realm seemed to be dictated by a goofy punchline... even more so than usual.

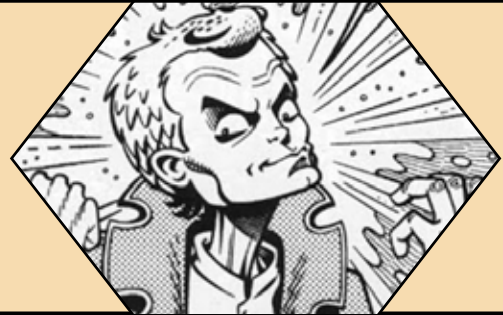
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In tears after suffering numerous defeats, the Beige Guardian even wondered aloud why he was motivated to defeat the Doctor at all when he's already all-powerful! Should any harm be done to his physical form, he would dissipate into electro-magnetic particles, revealing him to be a mere electrical construct! Of course, this got the Doctors wondering if they were such constructs themselves...

The situation's oddities were due to it being *Happy Deathday*, a video game being played on the Time-Space Visualiser (see *The First Doctor Sourcebook*). Given the device's purpose of showing definitive events in time and space, the implications are fascinating. With the game constructs displaying self-awareness (the Eighth Doctor avatar even telling the player off for cheating!), could this function create an artificial time-stream based on true events?

Your player characters entering the Beige Guardian's realm would make an interesting dilemma. Have they arrived of their own accord, or are they newly created game constructs themselves?

THE BEIGE GUARDIAN



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

SKILLS

Craft 3, Knowledge 10, Science 10, Technology 10

TRAITS

Argumentative

Clumsy

Distrustful

Emotional Compilation (Major) – Overwhelming inferiority complex (see Izzy p#)

Impulsive

Obsession (Major) – Be feared and respected like his peers

Past Trauma (Major) – Childhood bullying

Slow Reflexes (Minor)

Special – Edit Reality: The Beige Guardian has full control over his realm, but not those who enter it

Stubborn

Unlucky

Weakness (Special) – As a fictional video game construct, the Beige Guardian can't leave his realm and will dissipate into electricity when taking damage

TECH LEVEL: 11

STORY POINTS: 3

How will they respond to the comedic absurdity of it all? If the Beige Guardian learned of his own fictional nature, would he double down on his inferiority complex, or would your players strike a deal with him so everyone can 'escape' into reality?

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BONE LORD *(Army of Death)*

Throughout most of its existence, the human colony world of Draxine (see L34) has been known as a peaceful and happy place. But this came to a violent end during the tenth generation after its settlement. At this time, tensions rose between the cities of Stronghaven and Garrak. It was widely rumoured that President Harmon of Garrak was a lunatic, even that he had supernatural powers. But nobody expected him to destroy his own city by detonating the main reactor core of its power plant.

After this disaster, it was feared that Harmon's death-cult could infect the people of Stronghaven too. Anyone from Garrak who was in Stronghaven at the time of their city's destruction was considered to be the enemy within. President Karnex expelled them, and any who remained were labelled insurgents and imprisoned. But one managed to get close enough to the President to assassinate him.

Karnex was succeeded by President Vallan, who has with some regret continued with his predecessor's policy of excluding citizens of Garrak from Stronghaven. But unknown to anyone else, Vallan is being subjected to visitations from a nebulous phantom identifying itself as the deceased President Harmon of Garrak. The phantom paralyses Vallan in a mental grip of iron, while it instructs Vallan to reduce Stronghaven's defences and deploy its security forces elsewhere.

And when an army of skeletons marches from the forest and towards Stronghaven, it seems that the dead of Garrak have returned to life. With the city's defences redeployed and the skeletons proving difficult to destroy, Stronghaven will soon be overrun by an army commanded from beyond the grave... an army commanded by a monstrous figure calling itself the Bone Lord!


SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite his reputation as a great man cruelly and violently taken from his people, the late President Karnex of Stronghaven is the real mastermind behind the destruction of Garrak and the resurrection of its people as a skeletal army. Somehow, Karnex has survived death and plans to be reborn as an immortal god known as the Bone Lord.

During his presidency, Karnex was responsible for many reforms. He also set up the LifeSpan Project with the aim of prolonging life. It would have been the crowning glory of Karnex's golden age, but with his apparent death and all available taxes diverted to security, the project has been put on ice. In fact, the vault that contains the LifeSpan Project is sealed. Only Karnex knew the encryption code and the secret died with him.

However, although the official aim of the Project was extended life rather than eternal life, President Karnex directed its efforts towards discovering a means for his own personal immortality. Using the equipment developed by the Project, Karnex cloned

KARNEX



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

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

TRAITS
 Eccentric (Major) – Insane megalomaniac
 Flight (Minor)
 Hypnosis (Major) – Can control anyone whose bone marrow is laced with his psychic isotopes
 Immaterial
 Invisible (Special Bad)
 Possess
 Psychic
 Voice of Authority

TECH LEVEL: 6

STORY POINTS: 8

his own mind and transformed it into a cloud of psychic isotopes which can live on inside bone marrow and which are susceptible to thought control. In this form, he can take control of the bodies of others through their bone marrow, using them as his puppets. By such means, Karnex possessed the body of a terrorist who detonated the bomb that destroyed Garrak, having laid the foundations for President Harmon to take the blame by creating the rumours of his insanity.

Later, Karnex possessed the assassin that killed his own physical body, allowing him to fulfil the rest of his plans as the psychic cloud, invisible and unstoppable. The next phase is to reanimate the skeletons of all those killed in the destruction of Garrak, their bone marrow having been laced with the same psychic isotopes he used to duplicate his mind, allowing Karnex to directly link

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

himself to the bones of the dead. A handful at first, their bones charred by the firestorm that engulfed Garrak, but soon becoming hundreds then thousands as his powers grow.

Karnex's skeleton army marches on Stronghold, single file like ants. They are immune to bullets and fire. Only by crushing their bones utterly can they be stopped. But they only kill those who obstruct their mission. As they march, their jaws move as though speaking, though their fleshless skulls are unable to produce any sound other than groaning and the gnashing of teeth. If the words can somehow be vocalised, the skeletons are all repeatedly saying "Kill me, please!"

The skeletons' objective is to march into the Great Hall of Stronghaven's Senate Building, where they collapse in an ever-growing pile of bones, protected by a powerful psychic forcefield. Once the pile reaches a critical mass, its top almost touching the glass dome over the city, they begin to move again, assembling themselves to form a colossal humanoid figure recognisable as an effigy of Karnex, the Bone Lord himself! This is Karnex's apotheosis, as he intends to make himself the god of his people, a maniacal and immortal god who will crush all opposition underfoot, literally.

Although Karnex is physically powerful and his bone body is hard to destroy, the Doctor was able to defeat him by using the LifeSpan machinery to feed his own mind into the psychic cloud and enter into a mental battle with the madman.



THE BONE LORD



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	5	STRENGTH	12

SKILLS

Athletics 1, Convince 4, Fighting 3, Knowledge 3, Medicine 4, Science 4, Technology 4

TRAITS

Alien Appearance
 Eccentric (Major) – Insane megalomaniac
 Fear Factor 3
 Forcefield (Minor)
 Hypnosis (Major) – Can control anyone whose bone marrow is laced with his psychic isotopes
 Immunity – To any damage which does not crush his bones to dust
 Possess
 Psychic
 Size – Colossal
 Trample
 Voice of Authority

TECH LEVEL: 6

STORY POINTS: 8

BONE WARRIOR

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

Skills: Fighting 2

Traits: Alien Appearance, Enslaved, Fear Factor 2, Immunity (to any damage which does not crush its bones to dust)

Tech Level: 6

Story Points: 1-2

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BURNING (*The Burning, Time Zero*)

In the late 1890s, in the worked-out tin mines near Middletown in England, a fiery entity has pushed its way to the surface within the molten magma. It is an elemental force that consumes matter to sustain itself. It doesn't think in any way that we would understand, and it has no past that it is aware of. No memory of who or what it really is. It just "is", and all it does is burn and consume.

The entity is able to mimic. It can also create rough bodies for itself from the magma it animates (see X7). These are able to take on the characteristics of whoever it chooses, burning them up in the process. It conforms to the expectations of others in order to survive, perhaps in order to define itself. It therefore assumes the forms of those it consumes. On rare occasions, the creature instead possesses a human, leaving their body intact rather than destroying it.

The avatars are perfect copies of the originals and have their memories. But, although they behave almost like the real thing, they are no more than extensions of the fire elemental. They therefore seek only to feed and to ensure its survival, doing whatever is needed to achieve these ends. Like the elemental itself, the touch of its avatars burns.

The creature has spent years beneath the earth, consuming all the rock and stone it can find. But it has begun to starve and needs a new feeding ground. It intends to start with Middletown and its people. But that won't be enough for long. Once it has a taste for the matter above ground, it will need to spread itself further afield.

To assist it, the entity has recruited Roger Nepath (see V121) to seed other areas. It has provided Nepath with a miracle metal that can form and reform itself on command, but which is just another extension of the elemental. With this substance, artillery guns can reassemble themselves even when blown apart, and factories will have no need of forges and presses to work and shape metal. Nepath will take samples of the metal with him throughout the world, so that the entity can erupt from anywhere and feed until it consumes the whole of the Earth.


SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor didn't discover the origins of the fire elemental until many, many years later. The entity within the fiery magma is from an o-region, an area of space that is so far out, so isolated from everything else that its light hasn't yet reached the rest of the universe. It arrived in Siberia centuries ago within the first light from its o-region to reach the Earth.

Just as bacteria survive in other organisms, this entity lived inside light. When the ice that contained the light in Siberia was destroyed in 1894, the entity burrowed down and sought another medium that could give form to its energy. It found the magma,

became one with it and patiently made its way around the world, testing the crust for a route back to the surface.

THE BURNING



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

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

TRAITS
 Alien
 Alien Appearance
 Alien Organs (Special)
 Immunity – The elemental is not the magma itself but a creature of pure energy, immune to most physical harm
 Natural Weapon (Minor) – The Burning: Strength +2 damage
 Possess
 Psychic
 Shapeshift (Special) – Can assume the form of anyone it kills with the Burning attack
 Size – Colossal
 Special – O-Region Energy Being: At a cost of all remaining Story Points (and a minimum of 3), the entity within the magma can move into another medium (e.g. light, ice, rock, magma), in which case it may gain or lose Traits at the GM's discretion
 Weakness (Major) – Cold and water will cause the magma the creature inhabits to cool and solidify, effectively destroying it unless it can quickly escape into another medium

TECH LEVEL: N/A
STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CANVINES *(Demontage)*

During the first half of the 26th Century, the planets Battul and Canvine waged a bitter war. Neither side won, and a fragile peace was finally reached in the 2540s. Since then, the Canvines and the Battulians have largely kept to their own sectors and generally remain distant from each other. A buffer zone was set up between the systems, two light years in diameter. Officially, no ships have entered it since the treaty was agreed. The border is patrolled by both Battulian and Canvine ships, and the zone is rumoured to be peppered with minefields and smart detectors to deter intruders.


Although the Battulians are human, the Canvines are very definitely not. They are huge, wolf-like creatures, tall and hairy, and with long claws and bloodshot eyes. Canvines often seem to enjoy the discomfort that their appearance has on humans and play up to their savage reputation.

On the edge of the buffer zone and close to Canvine space, Vega Station (see *L100*) was set up as the only point on which the two races ever meet. It is an independent station, but established and run by Battulian enterprise and receiving many Canvine tourists. Outside the jurisdiction of either government, Vega Station offers duty-free shopping, gambling and entertainment. For the Canvines, it caters for one of their more surprising passions. Canvines are renowned for enjoying opera, and many of them come to Vega for the performances that are put on, primarily for their benefit. In fact, even though the performers and backstage staff are all human, the audiences are almost exclusively Canvine.

Apart from the opera, there isn't actually much else to draw the Canvines to Vega Station. They're not great gamblers and they don't socialise much with humans. There is only one Canvine fully resident on Vega. "Bigdog" Caruso runs a tour company taking humans to look at the Canvine homeworld across the buffer zone, and Canvines to look at Battul. He's been based on Vega for longer than anyone can remember. Many of his fellow Canvines think he's gone native, but he enjoys a beer and a bag of dramm scratchings as much as the next one.

The Canvines and the Battulians have lived at arm's length and at peace for fifty years. During that time, there have been many changes on both their worlds. They each suffered considerable hardships and devastated economies following the end of the war. Battul endured massive interest rates during the rebuilding of their planetary economy. But with the introduction of democratic elections and the induction of a new president to replace the military leadership that had been in charge on Battul since the war, many Canvines are hoping for a more solid peace treaty than the uneasy armistice. After all, nobody wants another war.

CANVINE



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

SKILLS
 Athletics 3, Convince 1, Fighting 3, Knowledge 3
 (AoE: Opera), Marksman 1, Survival 2, Technology 1

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

TECH LEVEL: 6

STORY POINTS: 3-5

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It's an open secret on Vega Station that Bigdog Caruso is a spy. The humans play along with this and turn a blind eye whenever he takes copies of the station's logs. They also intercept and decrypt his reports home. Although neither side will admit it, they each know what the other is up to.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CAPTAIN HORSTROGG (*The Company of Thieves*)

As space is a gigantic expanse filled with ships, it's no wonder that cultures on an interplanetary scale would breed various strains of piracy. The fact that so many of these bear similarities to Earth's Golden Age of Piracy is just one of the Universe's charming little coincidences.

The fairly obscure area of the galaxy known as the Bodukan Quadrangle is one such haven for minor buccaneering criminals, none so feared as the crew of one Captain Horstrogg. Formerly a military man, the scaled and sharp-toothed Horstrogg managed to earn quite a few titles during his service. The conqueror of the Vroxious Gulf! The hero of the Destrokii Siege! The terror of the Chozway Cluster! For each of his titles, he has a medal on his now-ragged uniform to back it up. It's unknown what event his superiors decommissioned him for, but his love of cheap booze, proud attitude and murder of his own father certainly paint a damning picture.

When he was decommissioned, Horstrogg took off with every piece of military hardware he could grab (spoils of war, he claims), including the only remaining transmat unit in the Quadrangle and his ship, *The Magpie*, outfitted with devastating artillery. *The Magpie* is also programmed only to work with his living gene-print on board, something he reminds his crew of lest they start to get ideas about mutiny. He's not exactly cowardly, but he enjoys possessing power over others to such a point that he almost never goes on away missions, preferring to let his crew take the physical toll before taking the spoils for himself.

In contrast to the Captain, First Mate Shakka (see X7) is sarcastic, stoical and intelligent. Dressed in a suave black turtleneck and sunglasses, Shakka can be quite stealthy when against the backdrop of space. At least, whenever he isn't smoking a cigar. The square jawed and pointy-eared Shakka is careful, wanting to understand everything around him before making a definitive plan of action. This nature causes friction between him and the captain, and it's apparent that he's looking for an excuse to lead a mutiny.

All of Horstrogg's crew are varying types of humanoids, no two seemingly being from the same species. The Captain seems fine with press-ganging any stowaways into his crew, should they possess any valuable skills his current team doesn't already have.

The crew's power struggle presents a dilemma for your player characters: should they help the foolish and violent Horstrogg stay in command of the ship and hope his ambitions don't stretch beyond petty crimes, or would promoting the ambitious Shakka cause him to become a much larger problem than a minor pirate, your crew indirectly becoming responsible for the harm he'd cause?

CAPTAIN HORSTROGG

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Arrogant
Eccentric (Major) – Egotistical, acts like a clichéd pirate
Fear Factor 1
Hot Shot
Impulsive
Loud
Repulsive
Selfish
Stubborn
Tough
Uncreative (Minor)
Voice of Authority
Wanted (Major) – Most infamous pirate in his region

EQUIPMENT

Laser Rifle: 4(2/4/L) damage
Transmat Unit (Trait: Teleport. Story Points: 2)

TECH LEVEL: 6

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1


CATHERINE AND RICHARD HARRIES *(The Banquo Legacy)*

In life, Professor Richard Harries was a scientist driven by his experiments and was not a particularly likeable man. In 1898, he was invited by Sir George Wallace to conduct his research into brainwaves at Banquo Manor (see *L8*) and converted the conservatory into his laboratory.

Until then, Harries had experimented with rats, connecting them to his equipment and demonstrating how the thoughts of one rat could be induced to another, in effect allowing them to connect their minds. He now invited a number of observers to Banquo Manor to witness a similar experiment to link his own mind to that of his twin sister, Catherine. Harries and his sister are as opposite physically as they are the same psychologically. Whereas he is dark and almost simian in appearance, she is fair-haired and attractive. But they are very close.

Tragedy struck during the experiment when Harries' equipment overloaded. The electrodes attached to his head burned his temples to the bone and he fell dead into the fire of the drawing room. By the time his body was recovered, it was almost unrecognisable.

CATHERINE HARRIES



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


SKILLS
Athletics 1, Convince 4, Craft 3, Knowledge 2, Technology 1

TRAITS
Attractive
Dark Secret (Major) – Blackmailer
Networked (Major) – Her dead brother
Selfish

TECH LEVEL: 4

STORY POINTS: 6

RICHARD HARRIES (DECEASED)



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

SKILLS
Athletics 1, Fighting 2, Subterfuge 1

TRAITS
Fear Factor 2
Immune – Immune to gunshots and other small-effect weapons; must be literally torn apart, and even then dismembered limbs may still have life of their own
Networked (Major) – His sister
Repulsive
Tough

TECH LEVEL: 4

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Richard and Catherine are blackmailers. The only reason that Sir George agreed to let Harries use Banquo Manor is because they have been blackmailing him over an affair with a maid. Richard also has, or had, a cocaine habit.

The power surge in Harries' equipment was caused by an alien device planted in it and disguised as a valve. Nevertheless, the experiment worked and Catherine's mind is now linked with that of her brother, even in death. The corpse of Harries has been reanimated and will kill anyone who poses a threat to his sister. At first, Catherine's control of Richard is unconscious. But once she realises what is happening, Catherine can direct her revenant brother to do her bidding.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CAUCHEMAR (*Vanishing Point*)

Cauchemar was a criminal incarcerated on a colony arkship bound for a prison world on the edge of the New Earth frontier. He was a scientist, a genius in genetics. He achieved much, but wanted to become immortal. What Cauchemar saw as research, the authorities saw as murder. He had already managed to make his cells immortal and they can divide ad infinitum. But somewhere along the road to immortality, they began to mutate. He is suffering from dystrophic cellular degeneration, meaning that eventually he will end up as a fleshy sack of dissolved DNA.

On the colony arkship, there was a power surge in the main drive and the ship collided with a meteor. Half the crew was lost, and prisoners had to take their place just to keep it functional. It was then that Cauchemar met Jasmine and became besotted with her even though she could never return his feelings, knowing all that he had done.

The ship eventually strayed into a region of space peppered with white holes, dark quasars and strange radiators, where it became irradiated and the remaining crew and prisoners began to die. There, they were visited by creatures of energy, the highest intelligences of a race which had transcended the body and achieved a non-physical state of bliss. It was they who had lured the ship to this region of space, as they had use for the humans aboard it. The aliens made them the transgenic carriers for the souls of those members of their race who were deemed unworthy of the non-physical state.

The aliens shared their knowledge with Cauchemar so that he could use his scientific expertise to help genetically alter the dying crew to survive the radiation poisoning. Each of the humans was then implanted with one of the unworthy souls. The process meant that they lost all memories of who they once were. The aliens set them up on a new world overseen by a watching presence called the Creator (see *L21*) who would observe their lives and, at the time of their deaths, would judge whether the alien soul was now worthy. If it was, the soul ascended; if not, it was reborn in a new host body to live another life and face another judgement. Until the Vanishing Point, when there are no unworthy souls left.

As Derran Sherat, Cauchemar has joined the humans on their new world, watching the others live and die as he survives in his degenerating body.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cauchemar has manipulated the colony for years to prepare for his own apotheosis. He has defied the aliens' design by introducing genetic changes to create people without the "godswitch" chromosome that enables the Creator to detect them. He also uses an electroshock machine to create an army of zombie-like slaves by removing their memories and free-will. Cauchemar intends to have them destroy the city so that the influx of so many souls at once will swamp the Creator. He will simultaneously kill

CAUCHEMAR

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

SKILLS

Athletics 1, Convince 4, Fighting 1, Knowledge 3, Marksman 2, Medicine 6 (AoE: Genetics), Science 5 (AoE: Biology), Subterfuge 2, Technology 3, Transport 1

TRAITS

Arrogant
Bio-Chemical Genius
Eccentric (Major) – Psychotically insane
Face in the Crowd
Immortal (Major)
Obsession (Major) – His immortality and apotheosis
Weakness (Major) – Cauchemar is dying; he loses 1 point from one of his Attributes each month; once all Attributes reach zero, he will still be alive but be reduced to a protoplasmic soup

TECH LEVEL: 6

STORY POINTS: 8

Ettianna Grace, in whom he believes Jasmine still exists, riding her soul into Heaven to become one with the universe. He is of course totally insane.

CAUCHEMAR'S ZOMBIES

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

Skills: Athletics 2, Fighting 2, Marksman 2, Technology 1, Transport 2

Traits: By the Book, Enslaved, Tough

Tech Level: 4

Story Points: 1-2

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CAVIS AND GANDAR (*The Shadows of Avalon*)

Cavisadoratrelundar and Gandarotethetledrax, normally reduced to Cavis and Gandar, are a pair of Time Lord interventionists recruited from the Patrexes. They are loyal to President Romana (see A78) and have been engaged on missions for her in the preparations for the coming War in Heaven (see A54). However, they are both cruel, sadistic and extremely ruthless. So much so that they killed Cavis's father because of his staunch anti-interventionist views. Gandar actually did the deed, as he thought it best to spare Cavis from it.

On their last visit to Earth, they decided to become a romantic

couple. Cavis in particular hates the fact that they have to hide this from their masters. She loves the classical Time Lords robes that interventionists are allowed to wear if they really want to appear godlike, as they set off her messy blonde hair, pencilled eyebrows and biceps. Cavis is still in her first incarnation, unregenerated after thirty field missions. She has only the one heart, as some Time Lords do before their first regeneration.

Gandar prefers to wear a plain black jacket and gloves, and sports a little beard, just like his idol, the Master. A white collar sets off the darkness of his skin and hair and eyes. He has about him the exciting scent of flesh that the overworked Looms have been writing into Gallifreyan warriors for the last few decades. Gandar is the only person close enough to Cavis to understand that her habit of giggling when things get extremely serious isn't a sign of weakness. He sees it as a sign of strength, if anything. Gandar has always wanted to take on the Doctor.

CAVIS

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

SKILLS

Athletics 2, Convince 3, Fighting 3, Knowledge 3 (AoE: Secrets of the Time Lords), Marksman 4, Medicine 1, Science 3, Subterfuge 4, Survival 2, Technology 4, Transport 2

TRAITS

Attractive CIA Agent (Major)
Dark Secret (Minor) – Romantic relationship with Gandar
Devotion – Gandar Distinctive
Feel the Turn of the Universe
Obligation (Major) – President Romana
Psychic Time Lord
Vortex

EQUIPMENT

Staser: L(6/L/L) or S(S/S/S) damage
Quantum Disguise [Traits: Shapeshift (Special).
Story Points: 4.]

TECH LEVEL: 10

STORY POINTS: 8

GANDAR

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

SKILLS

Athletics 3, Convince 3, Fighting 2, Knowledge 4 (AoE: Secrets of the Time Lords), Marksman 3, Medicine 1, Science 3, Subterfuge 4, Survival 2, Technology 4, Transport 3

TRAITS

CIA Agent (Major), Dark Secret (Minor: Romantic relationship with Cavis), Devotion (Cavis), Feel the Turn of the Universe, Obligation (Major: President Romana), Psychic, Tailored Regeneration, Time Lord, Time Lord – Experienced, Vortex

EQUIPMENT

as Cavis

TECH LEVEL: 10

STORY POINTS: 8

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THE CELESTIS *(Alien Bodies, The Taking of Planet 5)*

The time-active, non-linear nature of the Enemy who will engage in the War in Heaven (see A54) against Gallifrey in the future meant that the High Council of Time Lords did not predict its coming, not even with the Matrix monitoring the timelines. However, the Celestial Intervention Agency still figured out that the War was going to happen, and they saw the nature of the Enemy. It scared them as, when the Enemy kill you, you don't just die; you never existed in the first place. So the Agency decided to get out while they could.

Using the same kind of technology that holds the Land of Fiction together, they created a new realm for themselves outside of space and time. They took themselves out of reality and into a new plane of existence. They named their new realm Mictlan, the land of the dead in South American mythology, and they renamed themselves the Celestis.

Mictlan exists in conceptual space, and the Celestis have been transformed into conceptual entities. The Celestis removed all traces of themselves ever having existed in the physical universe. They stopped being real in any sense we would understand and became ideas. Because you can kill a person, but you can't kill an idea.


Even though it is a conceptual realm, Mictlan still has a geography to it. At the centre of Mictlan, there is a castle, though some might see it as something far more mundane, perhaps a multi-storey car park. On the top floor of the castle is the Grand Hall of the Celestis, constructed like a great debating chamber with galleries where the Celestis gather to plan and to observe the physical universe through an aperture in space-time that they can open up in the centre of the Hall. Although they can observe all of time and space through the aperture, the rules of the Celestis prevent them from using it to discover the outcome of the War in Heaven.

It is difficult to describe the Celestis. As conceptual entities, they can't be directly observed except out of the corner of the eye. They might be a glimpse of shadow or the sound of something rustling in the darkness, like cloth, and you might get the feeling that they're wearing robes. But other than that, you could never describe them.

The Celestis love contracts, and they never break deals. Mictlan and the Grand Hall have their own set of rules, and the Celestis have to stick to them. When you're as powerful as they are, you need codes of conduct to hold you down. They select agents from the living in real space and place their mark on them to make them the Celestis' slaves. But the living have to agree to it; the Celestis cannot force them. Once a person has the Celestis' mark, they are theirs for ever, even beyond death. The streets of Mictlan are full of the Celestis' slaves, dead-eyed and emotionally worn out from the eternity that they have been in bondage.

Officially, the Celestis are neutral in the War in Heaven. At the beginning, they did lend some support to the Time Lords, but as

CELESTIS



AWARENESS	5	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	N/A

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

TRAITS
Alien
Code of Conduct (Major) – Never renege on a deal
Immaterial (Special Bad)
Indomitable
Invisible (Special Bad)
Psychic
Telepathy
Vortex

TECH LEVEL: 10

STORY POINTS: 4-6

the War has progressed, they have also provided technology to the Enemy. The Celestis are idea-based lifeforms, and the High Council of Time Lords hasn't had an original idea for thousands of years. They're just not interesting enough for the Celestis. Whereas the Enemy is so much more imaginative, more dynamic, and therefore more attractive to them.

The Celestis have agents on both sides of the War and all over the material universe. Thousands of corporeal beings, each one bearing the Celestis' mark within them. When they die, their minds are transferred to Mictlan. But even then, they can be reincorporated in the physical world to act on the Celestis' behalf. The result is a walking cadaver which appears superficially alive but lacking any of the spark or body language of the living. The Celestis have also been experimenting in growing physical bodies for

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RECORPORATED CELESTIS AGENT



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

SKILLS

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

TRAITS

Distinctive
Enslaved
Tough

TECH LEVEL: As per the agent's original Tech Level

STORY POINTS: 1-3

CELESTIS INVESTIGATOR



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

SKILLS

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

TRAITS

Enslaved
Indomitable
Psychic
Telepathy
Vortex

TECH LEVEL: 10

STORY POINTS: 3-5

their investigators from the germ-plasma of the Celestis' slaves.

High-ranking members of the Celestis have adopted titles and names such as the Duke of Knives and the Lord of the Smoking Mirror. Lesser Celestis are only assigned numbers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Celestis have a particular and personal grudge against the Doctor. In fact, they are keen to get their hands on the Relic, reputedly the corpse of the Doctor's final incarnation. If their reincorporated agent can obtain the Relic (see *G17*), the Celestis would be able to reincorporate it as their servant and use it to pick up all the biodata (see *G17*) that the Time Lords think is so valuable, before allowing it to die a second time.



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CHARLES RIGBY (*Eater of Wasps*)

Until he was attacked by a swarm of wasps in his garden shed, Charles Rigby was very much a normal man with a normal life. In 1933, he is the resident dentist in the village of Marpling in rural England. Fifteen years ago, he served in the Great War and had even killed a German. Rigby has kept his service revolver as a memento, as many officers have. But now, he is a normal man who spends his evenings listening to the wireless and smoking his pipe. Rigby is tall and ascetic-looking, habitually wearing a tie and an old tweed jacket with patches on the elbows.

Since the incident with the wasps, Charles Rigby is a changed man. His skin is pasty and grey, and he looks like he's swallowed something bad and is about to throw up at any minute. His eyes are sore-looking and burning red, and his voice is thick and guttural. Worse is the disgusting smell that accompanies him. A horrible, chemical reek with undertones of rotting fish or meat. Every so often, Rigby convulses suddenly as though suppressing a violent cough, and wasps fly out of his mouth. A stream of living wasps actually from within Rigby's open mouth. If you can bear to look closely enough, you can see them crawling over his teeth and tongue, and at the back of his throat.

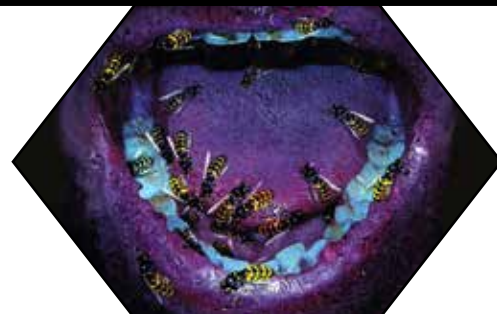
The changes that Rigby is undergoing are not merely superficial. He is inordinately powerful, strong enough to punch clean through a thick wooden door or smash it right off its hinges. He's also resistant to injury, and energy weapons – if such are available in 1933 – have no impact other than distracting or enraging him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The wasps that attacked Rigby have been mutated by a bio-sonic weapon (see G2) that has fallen through time from three thousand years in the future. It is normally dropped behind enemy lines to enslave and mutate the enemy and cause disruption. If not stopped, it is capable of destabilising entire planets.

The wasps have invaded Rigby's body and are rewriting him from the inside, turning him into a hybrid of man and wasp. As the mutation progresses, Rigby becomes less and less human. Tears of blood flow down his swollen and increasingly misshapen face. New insectoid limbs sprout from his abdomen, shiny black and ending in sharp claws. As do wings which aren't like insect wings, but more like those of a bat, with the flesh stretched over a network of tattered veins.

Rigby has a simple instruction: to infect others and spread the mutation. Whenever Rigby's horrifying mouth opens, the wasps swarm out to attack, trying to fight their way into somebody else's mouth and up their nose. Most victims die of shock, but this will not deter Rigby from trying again and again and again, until he is stopped. Even then, the weapon that did this to him can seek out further victims to enslave...

CHARLES RIGBY

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

SKILLS

Athletics 1, Convince 1, Fighting 3, Marksman 3, Medicine 4 (AoE: Dentistry), Science 2, Technology 1, Transport 3

TRAITS

Distinctive
Enslaved
Immunity – Energy weapons
Tough
Fear Factor 2

As the mutation progresses, Rigby also gains:

Additional Limbs x2 (arms)
Additional Limbs x2 (legs)
Alien Appearance
Flight (Major)
Natural Weapon (Minor) – Hooked Claws: Strength +2 damage
Armour (5 points)

EQUIPMENT

Webley Revolver: 6(3/6/9) damage

TECH LEVEL: 4

STORY POINTS: 6

MUTATED WASP SWARM

Attributes: Strength N/A, Coordination 4, Awareness 3

Skills: Athletics 3, Fighting 2

Traits: Enslaved, Fear Factor 1, Flight (Major), Infection (the swarm is assumed to have a score of 8 points for rolls to successfully infect others; anything other than a Fantastic success results in the victim dying of shock), Natural Weapon (Minor: Multiple Stings – 1(1/1/2) damage), Swarm 8

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CLOCK PEOPLE (*Anachrophobia*)

On an unnamed planet in the distant future, time travel experiments being carried out at Isolation Station Forty (see L60) have created a portal into somewhere outside time. This has allowed entities to pass through, drawing power from the fissure, co-existing both within the void and within reality so long as they can acquire host bodies.

Those test subjects who have taken part in the experiments have come back changed... infected by the beings from outside time. By triggering old memories, the entities offer them the possibility of changing their own personal timelines, of removing the mistakes they have made and regret. The opportunity is almost irresistible, but to change your own history means wiping out the present. And without the present, the past also disappears. As the change progresses, the victim begins to experience anomalies with time skipping back a minute or two, like a record needle jumping. This is a telltale sign that they have been infected.

Once the victim's entire history has been removed, they are replaced in their own body by one of the entities. But the body transforms, their face becoming an old-fashioned clock face. Even their body, though still humanoid, is a thing of wood, brass and glass beneath their clothing, complete with a swinging, ticking pendulum. This is of course impossible, and the Doctor suggested that it is perhaps more a problem of not being able to perceive the creatures properly as they are so alien.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite their bizarre appearance, the clock people can be killed by normal means, including by bullets and gas. But they have the ability to move their own personal timeline back by a couple of minutes, which will cancel any damage they sustained in that time. To kill them, damage which destroys them instantly is needed, or a trap which, to avoid, would require time to be rewound beyond their limits. For example, releasing an odourless, invisible gas which the clock people wouldn't detect for a period longer than they can rewind time. The clock people are also dependent on continuing to draw power through the fissure they came through. If the fissure is sealed, they will die.

The clock people can spread their infection, changing more victims into hosts for their kind. Anyone exposed to a clock person must make a contest of Resolve + Strength each Round they remain in close proximity. Once infected, a Difficulty 12 Ingenuity + Resolve roll is made every ten minutes to resist the temptation of changing their past, or they take 2(1/2/3) damage spread between Ingenuity, Presence and Resolve. When all three reach zero, they have become a new clock person.

Although the Doctor failed to make the connection, the clock-faced people are those members of Faction Paradox (see V50) who were seemingly destroyed by the Doctor during their attack

CLOCK PERSON

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Dependency (Major) – Needs to draw power from the fissure into the Vortex; without this, it will be destroyed
Fear Factor 1
Feel the Turn of the Universe
Infection (see text)
Psychic
Telepathy
Tough
Vortex – Can rewind their personal time by up to a number of minutes equal to their Resolve to undo what has happened to them in that time, including removing any damage they suffered

TECH LEVEL: 9

STORY POINTS: 4-6

on Gallifrey. In fact, their souls were transformed into ticking clockwork viruses which survived in the Vortex. With the rise of the Council of Eight (see V25) in the Vortex, they are now seeking to escape back into the physical universe. But the Council has despatched Sabbath (see V122) to destroy Faction Paradox once and for all.

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COLONEL HERBERT ELGAR *(The Turing Test)*

When the Doctor lost his memory and was stranded on Earth for over a hundred years while the TARDIS regenerated, it was some time before he began to suspect that he was not human. However, by the Second World War, the lack of visible ageing had convinced him of this and he started searching for a means to make contact with alien life, hopefully to find out more about his own origins.

It was during this period that he came across Colonel Herbert Elgar, a remarkably stereotypical British Army officer and liaison with the French. Before the War, Elgar (no relation to the composer) had married a Frenchwoman. He had been caught in the German invasion of France and served in the Resistance. Elgar's appearance hardly suggests a physically active role, as he is plump and balding, with a handlebar moustache. In fact, he's the very image of Colonel Blimp, the cartoon character from the *London Evening Standard*. Like Blimp, Elgar is bluff and bluntly spoken. In fact, he could be the cartoon come to life, with his cliché background and personality.

The Doctor met Elgar in Paris towards the end of 1944 and became involved in the Colonel's efforts to break a new Nazi code. With the help of Alan Turing (see A23), Graham Greene (see A51) and Joseph Heller (see A64), Elgar and the Doctor headed to Dresden to track down the code-makers behind enemy lines. In Dresden, it became clear that Colonel Elgar is not all that he seems...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Colonel Elgar's precise nature remains unclear, he is most definitely not human. If his flesh is burned, it melts; and any injuries reveal metallic internal components. Even his army uniform seems to be part of his body, rather than separate clothing. Elgar is very sophisticated for a construct, even feeling pain and emotion.

Who built Elgar is a mystery. He is on Earth to hunt down a group of aliens who are on the other side in an extraterrestrial war. As with Elgar, very little is known about them. These "strangers" (see X7) appear humanoid, with wide eyes and pale skin that looks somehow "unused", as though they too are constructs. They have prominent collarbones and protruding shoulder blades, almost like the stumps of amputated wings. The strangers lack the usual visual clues that a human normally gives off in facial expression and body language. When they do assume an expression, it seems exaggerated as though it has been copied. They speak with a combination of singing and gestures, though they can quickly learn new languages once they hear them, speaking them fluently and without accent. The strangers wish only to return home, but Elgar's mission is to destroy them.

COLONEL HERBERT ELGAR

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

SKILLS

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

TRAITS

Adversary (Minor) – The Strangers
 Armour (5 points)
 Dark Secret (Major) – Elgar is not even human
 Eccentric (Minor)
 Machine
 Military Rank (Special) – Elgar is posing as a Colonel in the British Army
 Robot
 Scan
 Transmit
 Weakness (Major) – Elgar takes 4 points of damage per Round of exposure to quantum interference

TECH LEVEL: 7

STORY POINTS: 6

The strangers may be a different race than whoever built Elgar, or they may be a different faction of the same race. Both Elgar and the strangers share a vulnerability to quantum interference, which can be lethal to them. If they are killed, they spontaneously combust, burning up to leave only ashes.

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CONTROL (1st in *Escape Velocity*)

UNIT is not the only agency on Earth whose remit is to protect mankind from alien threats. Many countries have set up their own independent organisations, such as Torchwood and the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*) in the United Kingdom. In the case of the United States, the CIA has established its highly secretive Alien Intelligence branch whose activities place it in direct competition with UNIT.


Alien Intelligence is an international organisation, with state-of-the-art offices hidden in all major cities throughout the world. Being part of the CIA however, its command structure is dominated by Americans. At the top of the chain is its director, known only as Control. Control is a small inconspicuous man in his early fifties with cold, grey eyes. Brigadier Lethbridge-Stewart (see A2) met him in 1970 and again in 1999, and Control hadn't seemed to have aged in the intervening years. In fact, he's still in office in 2019.

Control usually runs his operations from the confines of his darkened office, like a spider at the centre of a gigantic web of intrigue. He smokes and often has a glass of whiskey to hand. In the years before personal computers, his baize-topped desk is covered by a clutter of paper. Later, this is replaced by a single laptop computer and a constant scrolling stream of information. In the dark, the reflection from the screen lights up his face so that it looks like the silhouette of an alien, and not a little demonic. The hands emerging from Control's cuffs are surprisingly well-muscled. The dandruff on the collar of his jacket gives the impression of someone who is slowly crumbling to dust. An individual who has spent too long in the darkness and the shadows, like a vampire. His staff sometimes catch themselves looking at him out of the corner of their eyes. What they see, or think they see, terrifies them.

Even for somebody in his line of work, Control is ruthless. He considers what he does as waging a war. Alien activity anywhere on Earth is something that Control always wants to know about, and he has no time for the interfering ways of UNIT and their attempts to have an exclusive hold on all things extraterrestrial. He is convinced that his people are better placed, better informed and better trained to handle any First Contact scenarios. Protecting the world means ensuring any aliens are captured, tortured and killed, and any deaths along the way, while regrettable, are inevitable. Control sheds no tears for his fallen agents, but he always wants his revenge.

Control's secondary objective is to see UNIT subverted and destroyed. He crossed swords with Brigadier Lethbridge-Stewart back in 1970 and would dearly love to see him discredited or even killed. His view of the Doctor is that he's an alien freak who can't be trusted.

CONTROL



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

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

TRAITS
Authority (Major)
Face in the Crowd
Friends (Major) – CIA
Menacing
Obligation (Major) – CIA
Ruthless (Major)
Tough

EQUIPMENT
Colt .45: 6(3/6/9) damage

TECH LEVEL: 5

STORY POINTS: 8

Control's lack of apparent ageing has led some to speculate that he may not in fact be human. Could he be an alien pursuing his own agenda on Earth? Perhaps even a Time Lord? In which case, add the Alien or Time Lord Trait (plus Time Traveller – Tech Level 5).



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THE COUNCIL OF EIGHT *(Sometime Never...)*

Soul, Duvar, Trilon, Fear, Penter, Hexx, Sept and Octan. These are the names of the Council of Eight, the new lords of time and space who came into being following the destruction of Gallifrey and the disappearance of all but a handful of Time Lord from history. The Council of Eight are crystalline entities, each of them being the head of a carbon-based family. Although they are all humanoid in form but multifaceted like gems, they are all slightly different. Some are transparent, some translucent. One is multi-coloured, another is black like obsidian or ebony; yet another seems to change colour as his mood swings like an unpredictable pendulum. The Chair of the Council, the first among equals, is Octan, a man made of clear crystal.

The Council of Eight monitors time and space from within the Vortex Palace, a fortress deep within the Vortex itself and made of a material resembling diamond but riddled with square holes, giving it a sponge-like appearance. Within an angular room within the Vortex Palace (see *L103*), its walls, floor and faceted ceiling constructed from flat sections of pale crystal, the Council of Eight meet, sitting around an octagonal table of blackness stretched into a lozenge shape, its glass-like translucency mirroring the room around it. During their meetings, the table's surface is alive with a shifting flow of data, lines of causality connecting events which produce more lines. By such means, the Council of Eight monitor all of history.

The Council are positioned at the points where the table's straight lines meet, a figure seated at each angle. Each dresses in the coloured cloak of the family they represent, their faces shadowed by stiff hoods. Each of the chairs has a number embossed on its icy back. The chair furthest from the octagonal doorway is marked by the number 8 tilted on its side to become infinity. This is Octan's seat, and he is arrogant enough to call himself the Alpha and Omega.

Although Octan is only the first among equals, it is he who has put in motion plans to secure the position of Council of Eight and their crystalline peoples now that the Time Lords – the *elementals*, as the Council calls them – have vanished. Octan has despatched Time Agents to deal with Rogue Elements, those whose very presence is capable of distorting the timeline and threatening the existence of the Council. Some of these agents are of the Council's own people; others are the savage ape-like babewyns (see *V7*) from a dimension at the very edge of time. Perhaps their most important agent is Sabbath (see *V122*), recruited to deal with the most dangerous Rogue Element of all, the Doctor.

But Octan has not shared the full details of his plans with the rest of the Council, much to their chagrin. Soul in particular, the oldest and most impatient among them, is both critical and suspicious of Octan and what he intends. Unlike the rest of the Council, Soul's crystalline body is brittle with age, but he can realign its structure to change his appearance.

OCTAN



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

SKILLS

Athletics 1, Convince 5, Fighting 1, Knowledge 6, Marksman 2, Science 4 (AoE: Temporal Science), Subterfuge 2, Technology 5

TRAITS

Alien
Alien Appearance
Armour (5 points)
Arrogant
Authority (Major) – Chair of the Council of Eight
Boffin
Immortal (Special)
Menacing
Technically Adept
Vortex

EQUIPMENT

The Star-Killer

TECH LEVEL: 9

STORY POINTS: 10

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

With the coming of the Council of Eight and the creation of their crystalline fortress, the nature of the Vortex itself has changed. Many of the creatures that are native to it, such as the Vortex Wraiths (see *V152*) and the Clock People (see *V22*), are fleeing into the real universe. The Council is determined to ensure that these creatures, or at least the effects of them, are contained. Hence Sabbath's missions to counter them.

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The Council of Eight has also used Sabbath to collapse the multiverse into a single timeline, so that their plans have become inevitable. But Sabbath has been tricked into believing the Council to be humans from the far future who need him to secure a timeline in which it is humanity who are the new lords of time. Instead, by carrying out the Council's instructions, Sabbath will actually ensure that it is the Council and their people who rule. The Council of Eight has had Sabbath take thousands of crystals back to the void that existed prior to the Big Bang, where they will be scattered throughout all matter at the beginning of all things. The crystals are permeated with the essence of the crystalline entities, which will infuse everything from the beginning of the Universe to its end.

In fact, this has happened time and time again, with the Council of Eight having survived the end of the Universe over and over, and the Doctor powerless to prevent it. The Council has survived by drawing energy from their predictions of events, having reduced history to a single timeline and using the raw data provided by the crystals they seeded at the Big Bang. This is the paradox of their existence. They need the energy to save the crystals from which they can regenerate at the end of the Universe in order to seed the same crystals at its very beginning. The Council is trapped in a cycle. They must keep predicting events correctly, giving them the energy to pay back and keep going, to keep themselves and the Vortex Palace stable. But if the Universe ends without their predictions having been fulfilled, perhaps by the actions of a Rogue Element, and they expend energy with no hope of reclamation, they would cease to exist.

Octan intends to break this cycle. He has constructed a device he has called the Star-Killer, which he intends to use to destroy Earth's sun and eradicate mankind before it develops enough to leave the Earth, releasing so much energy that the Council's future is assured. But it is an insanely dangerous plan, one which the rest of the Council is unaware of and would oppose. Even they balk at removing such an important species from the timelines just to secure their own existence.

At the end of things, when Octan's plan is defeated and Sabbath is dead by his own hands, Soul escapes from the Vortex Palace with Zezanne (see A88), the daughter of Miranda Dawkins (see A17), the Doctor's adopted daughter. Soul had absorbed some of the Doctor's life-essence and takes on a form resembling the First Doctor. With Zezanne, he pilots Sabbath's timeship, *The Jonah* (see G13), to a junkyard in London in 1963, where it takes on the form of a British police box. The trauma of their ordeal wipes the memories of both Soul and Zezanne. In this alternative timeline, Soul adopts the title of "the Doctor" and becomes Zezanne's grandfather as they embark on their travels together...

SOUL



AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	1

SKILLS

Convince 4, Knowledge 5, Science 4, Subterfuge 3, Technology 4, Transport 2

TRAITS

Alien
 Alien Appearance*
 Argumentative
 Authority (Major) – The Council of Eight*
 Immortal (Special)
 Indomitable
 Shapeshift (Major)*
 Technically Adept
 Vortex
 Weakness (Major) – Soul's brittle body means that any attack against him that results in a Fantastic success delivers Lethal damage to him*

*Soul loses these Traits and gains Amnesia (Major) when he becomes an alternative version of the First Doctor

TECH LEVEL: 9

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

COUNCILLOR RYOTH *(The Eight Doctors)*

Although he is a member of the High Council of Time Lords, Castellán Spandrell's files list Councillor Ryoth as a small-time political conspirator. In earlier regenerations, he was suspected to have had links to both Goth and Borusa before their downfalls (see *The Deadly Assassin* and *The Five Doctors* respectively). He was also marginally involved with the Committee of Three, an alleged security council whose members were made up of Time Lords whose careers had been ruined by the Doctor. The Three had planned to rescue Borusa from his immortal imprisonment in the Tomb of Rassilon by sending a powerful Eternal named Agonal (see *The Seventh Doctor Expanded Universe Sourcebook Volume 2*) to counter the power of Rassilon's mind. The plan had failed and the Committee of Three had fled, but Ryoth's involvement was considered to be too low-grade and his involvement in the conspiracy to be too peripheral for him to be worth prosecuting.

Councillor Ryoth is a tall, thin-faced Time Lord, typically wearing the green robes of the Arcalian Chapter. His dislike of the Doctor is no secret, and he is keen to make as many problems for him as possible. There are rumours that Ryoth has links to the Celestial Intervention Agency. The Agency had originally been set up to deal with dangerous and unpleasant problems with which the Time Lords didn't care to dirty their hands. As such secret organisations will, it had eventually become a power in its own right, a ruthless unseen force in Time Lord affairs. The Agency now has an immense network of low-grade informers, and the rumours are correct: Ryoth is one of them.

Among the tasks of the Agency's informers, who are rewarded with credits and with political favours, is reporting anything and everything that might interest the Agency. In order to ensure the confidential nature of his relationship to the CIA, Ryoth has a sound-only comms unit hidden in a concealed cupboard in a tiny inner sanctum that leads off his main office. He can use this to clandestinely contact the Agency with useful information or to receive orders from them.

Spandrell's files on Ryoth could be made to seem harmless or treasonable, depending on who writes the reports. At the moment, he is included in Spandrell's Grey File. This contains the names of those whose fate is as yet undecided. But nobody stays in the Grey File forever. Certain names are transferred to the White File, listing those who have been pardoned or are considered to have redeemed themselves, or to the Black File, which lists those who are about to be, or have been, arrested, tried, imprisoned, exiled or executed.

Ryoth has been deceiving himself in thinking that he is clever enough to elude Spandrell's security net. The truth is that he is simply too small a fish to bother with... for the moment. But that may change if, for instance, the CIA orders Ryoth to take more direct action against an element it considers to be dangerous. Ryoth will be only too happy to agree to eliminate the Doctor, an act of vengeance for the defeats of Ryoth's idols, Goth and Borusa.

COUNCILLOR RYOTH

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

SKILLS

Convince 3, Knowledge 4 (AoE: Secrets of the Time Lords), Marksman 1, Science 2, Subterfuge 4, Technology 2, Transport 2

TRAITS

CIA Agent (Major)
 Feel the Turn of the Universe
 High Office (Special)
 Obsession (Major) – Revenge on the Doctor
 Technically Adept
 Time Lord
 Time Lord – Experienced x5
 Time Lord Engineer
 Voice of Authority – Has a +3 bonus instead of the usual +2
 Vortex

EQUIPMENT

Badge of Office

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

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COUNTESS VENHELLA (*Benny's Story*)

As her name suggests, Countess Ninth Circle Venhella Dun Harva Eis De Sedna is an ice-heiress, a member of the Plutovian aristocracy which first came to prominence during the Earth Empire of the third millennium. Like most of her class, she is unimaginably wealthy and privileged, and she has an attitude to match.

Countess Venhella would be obnoxious enough without taking her unusual obsession into account. But she is a fanatic who is determined to liberate TARDISes from their enslavement by the Time Lords (her words). Venhella has read of the Time Lords in certain mysterious ancient texts that her wealth has given her access to. They contain apparently “forbidden knowledge” and Venhella has devoted her life to their study, enabling her to come to “a higher level of understanding”.

The Countess has learned how to break the chains that bind a TARDIS to its pilot, the telepathic link that – to her – represents its slavery. The ancient texts told her of a device called a manumitter, outlawed by the Time Lords, that would allow her to do this. She has acquired one, but until now she has not had the opportunity to try it out. Venhella needs to locate a TARDIS to begin her crusade of liberation!


Countess Venhella is of course hugely mistaken in her beliefs. The ancient people who wrote the texts she has studied were just as capable of being stupid as anyone else. The telepathic link between a TARDIS and a Time Lord is not a mark of servitude, but a symbiotic link that both benefit from. The problem is that the Time Lords are ten million years more advanced than mankind, and she has little true comprehension of the technologies involved.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Countess Venhella has identified the frozen planet Epsilon Minima (see *L46*) as a means to obtain a TARDIS and free it from its Time Lord master. Strange energy readings have been detected deep in the coal seams, and Venhella has identified them as having the signature of Gallifreyan technology. The Countess has hired archaeologist Professor Bernice Summerfield (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) to excavate the site (without telling her what she is looking for) to recover the artefact deep below ground.

The artefact is a TARDIS key. Not just any TARDIS key, but the key to the Doctor's TARDIS. When it is touched, the Artron differential will be shorted and it will re-energise, summoning the TARDIS to it. This will set a chain of events in motion that will lead to the Doctor losing the key fifty million years in the past and recovering it now, in a very timey-wimey fashion.

COUNTESS VENHELLA



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

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

TRAITS
 Arrogant
 Authority (Minor)
 Noble
 Obsession (Major) – Liberating TARDISes
 Silver Spoon
 Voice of Authority
 Wealthy (Major)

EQUIPMENT
 Manumitter

TECH LEVEL: 6

STORY POINTS: 6

Once the Countess has access to the TARDIS, she will use her stolen manumitter to sever its telepathic link. Unfortunately, she is so blind to the dangers that she risks ripping open a hole into another dimension and attracting the most dangerous of creatures through. But Venhella doesn't really care about the risks or the death of others, if she can only free a TARDIS!

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COURTMASTER CRUEL (*Izzy's Story*)

Courtmaster Cruel is the most popular character in the pages of *Aggrotron* (see L1). At least he was until the comic ended with issue 56 in April 1988 when it was merged with *Squarejaw*. The Courtmaster wasn't one of the characters that made the transition. Which is a shame, as the final issue, featuring Cruel's mask being removed to reveal his true identity, mysteriously disappeared from newsagents' shelves up and down the country before any fans could buy it. So Courtmaster Cruel's identity remained unknown.

In the 51st Century, three millennia after *Aggrotron* has been forgotten, a real Courtmaster Cruel appeared, wearing the same armour and fighting crime using the same methods as his fictional counterpart of the 20th Century. Courtmaster Cruel roams the Universe, his mission to hold to account those persons the legal system does not prosecute. Traders in robot slaves. Corrupt law enforcement officials. Bankers. The hidden malefactors who heap their miseries upon the downtrodden population!

Courtmaster Cruel kidnaps evildoers and puts them on trial in his Cosmic Courtroom in front of a jury that he has himself selected. In this court, defendants are considered guilty until proved innocent. But no one's ever entirely innocent, and when the jury has delivered its inevitable verdict, the only sentence Courtmaster Cruel hands down is the infinite death of being killed a trillion times within the miniature black hole that powers the Courtroom!

But when Courtmaster Cruel tracked down the original artwork for *Aggrotron* issue 56, which had somehow survived for three thousand years, and saw who was revealed to be his fictional antecedent, he had to take action!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The true identity of the Courtmaster Cruel of the 51st Century is a man named Derek O'Dell, a comics geek with bad hair, bad skin and inch-thick glasses. He's an *Aggrotron* collector, and when law and order collapsed, he took it upon himself to become the fictional anti-hero. As Courtmaster Cruel, Derek wields an iron rod of justice and puts the wind up the criminal classes!

But when Derek finally tracked down the original artwork for the final issue and saw that the fictional Courtmaster was revealed to be... shock! horror!... a girl, he knew that if that information became public knowledge, his career as the magistrate vigilante would be over. His reputation would be in ruins and the criminals would laugh in his face!

So Derek has come back to the 20th Century with his pin-stripe wearing android henchmen, the Suits (see X7), to destroy every single copy of issue 56 before anyone can read them, and then close down the *Aggrotron* office permanently!

COURTMASTER CRUEL (DEREK O'DELL)

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

*Higher number includes adjustments for his Armour.

SKILLS

Athletics 3, Convince 3, Fighting 4, Knowledge 3 (AoE: Comics), Marksman 4, Subterfuge 2, Technology 3, Transport 3

TRAITS

Brave
By the Book
Dark Secret (Major) – His real identity as Derek O'Dell
Distinctive
Five Rounds Rapid
Lucky
Menacing
Quick Reflexes
Tough
Vortex

EQUIPMENT

Armour [Traits: Armour (5 points), Attribute (+3 Presence, +2 Strength). Story Points: 6.]
Laser Gavel: 6(3/6/9) damage

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

In the comic, the Suits are the servants of Courtmaster Cruel's arch-nemesis, the secret ruler of the Universe known only as the Man. The real-life Suits are armed with brollyguns and spatial rearrangers capable of restructuring matter itself.

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DAEDALUS *(The Blue Angel)*

In the strange pocket galaxy of the Enclave (see L41), Daedalus is King of the Glass Men of Valcea. It is he who invented the time corridors, a labyrinth of passageways through time and space that connect both to our universe and to the Obverse (see L78), making the Enclave a gateway between the two, as well as between other universes.

Daedalus is not one of the Glass Men himself. He is a bizarre creature, an elephant with green hide, ivory tusks and a trunk of formidable proportions. His eyes are a scorching orange like ancient amber. Daedalus is as large as an Indian elephant, with colossal hands whose fingers taper to fine, blade-like nails that have grown and curled like his tusks. Despite his bulk, Daedalus sits on his throne with a powerful air of casual elegance, only slightly offset by the sight of numerous mouse-like creatures scuttling in and out of his robes of state. They nibble at him remorselessly, and Daedalus occasionally plucks a particularly irritating one off and casts it aside. When he isn't sitting on his throne, Daedalus can often be found bathing in his mud-bath.

In our universe, which is where he originated from, Daedalus is wanted as a war criminal for the destruction of the Federation planet Nova-Kain Six. He has followed the Doctor's gift for creating chaos and wants to emulate him. Daedalus adores havoc and seeks the means to inflict it upon the universe. He also wishes to be a man with old enemies, like the Doctor. He wants old enemies in abundance and to languish is a self-engineered bliss of infamy.

Daedalus tried to gain the Doctor's ability to escape from impossible situations, but found that he was not quite as good at it. So he instead searched for mystics to teach him the required skills for transporting oneself in the blink of an eye. It was on necromantic, apocryphal Hyspero that he fell foul of a group of wizened enchanters who, instead of teaching him their secrets, transformed him into his current form. For a man who loves elegance and has no joy of elephants, this rankles!

So Daedalus packed his trunk and took himself off to the Enclave, a hidden boil secreted on the unexplored underbelly of the universe. Here, he fell in love with races that neither the Time Lords nor anyone else know very much about, and he heard tell of the Obverse. Daedalus used plagiarised technology to construct the time corridors that crisscross the Enclave and connect it to other universes, hoping to bring mutually incompatible worlds together. It is also said that he fell in love with Iris Wildthyme (see A58) and had a child by her.

The Glass Men of Valcea, over whom Daedalus now rules, are a different matter entirely. They are a fairly peaceful race, unless provoked. They are more concerned with spiritual matters and the preservation of themselves. Being made of glass, they are hardly built for combat. The Glass Men allowed Daedalus to become their leader because of the promises he made. They thought that they were the most precious beings in existence and that Daedalus would protect them. They thought him to be a man of

great learning and philosophy. But Daedalus had seen some sort of potential in them. In their own small space within the Enclave, he believes they have the potential to evolve into something like the Daleks. With the Glass Men as his army, Daedalus considers himself to be ruler of the entire Enclave. But he wants to set the Enclave at war both with itself and with the races of our universe.

The Glass Men appear to be made of a material very like glass, which makes them fragile. The hollowness of their bodies is suffused with the light of their city. Their scarlet hearts can be seen pulsing, alive, through the see-through skin, muscle and sinew of their chests. These hearts can be plainly seen to have malign and watchful faces of their own. Although the Glass Men pretend to have sensation, their responses to stimuli are faked. Their nerve endings were frozen and cauterised when they were

DAEDALUS			
			
AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	6	STRENGTH	10
SKILLS Athletics 1, Convince 3, Fighting 2, Knowledge 4, Marksman 1, Science 4, Technology 4, Transport 3			
TRAITS Alien Alien Appearance Authority (Major) Size – Huge (Minor) Technically Adept Tough Voice of Authority Wanted (Major) – The Federation			
TECH LEVEL: 8			
STORY POINTS: 8			

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turned to glass.

The Glass Men stand, or rather sit, two metres tall in shining, golden chairs which run on wheels and have thin metal rods that reach to the ceilings of the glass city of Valcea. The ends of the rods brush the metal grilles of the ceilings, drawing power akin to static electricity and surrounding the Glass Men with the rich stink of ozone. The armrests of their wheelchairs are capable of discharging goutts of terrible flame. Within Valcea, the Glass Men always travel in threes and have the habit of speaking in turn and finishing each other's sentences.

Valcea is an impossible city of glass with black-and-gold parquet floors. It is a city of turrets, minarets, baubles and towers, with glints of light burning within. The Glass Men's golden chairs cannot leave the city as they rely on the power grid in the ceilings. In any case, they are too precious to endanger themselves by leaving Valcea. The Glass Men share – or rather, shared – their world with their enemies the Ghillighast (see L41). The Doctor thwarted one of the Glass Men's plans to destroy the Ghillighast, but he has since learned that they have been working on a means to make themselves more mobile. They have discovered a way to detach Valcea from their world and set it free, to float across the vast expanses of murky space.

With Daedalus as its King, Valcea now hangs in space in a strange and erroneous region of nebulousity within the Enclave. It is a dirty and contaminated area of space, full of errant bits of matter and fragments fallen off other worlds. An area in which navigation by spacecraft is hazardous.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Daedalus stole one of a pair of eggs that were under the protection of a race of giant, sentient owls native to the Enclave. Their god had instructed them to prevent the eggs from hatching. But the egg stolen by Daedalus hatched, giving birth to Icarus (see A57), who was adopted as Daedalus's son. Icarus has recently been kidnapped by the Ghillighast and abandoned on Earth. Daedalus will do anything to get Icarus back, while the owls are hunting the boy to kill him, as their god instructed them to do.



GLASS MAN OF VALCEA



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

SKILLS

Knowledge 3, Marksman 3, Science 2, Technology 4, Transport 2

TRAITS

Adversary (Minor) – The Ghillighast
Alien

Alien Appearance

Cyborg

Dependency (Minor) – The Glass Men's chairs are
reliant on static electricity and they cannot leave
Valcea

Natural Weapon (Major) – Flamer: 7(3/7/10)
damage

Selfish

Tough

Weakness (Major) – Any attack which inflicts
more than 1 point of damage (after the reduction
for their Tough Trait) will shatter the Glass Man,
causing Lethal damage

TECH LEVEL: 7

STORY POINTS: 2-4

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DALEK VARIANTS *(War of the Daleks)*

Prior to the Last Great Time War, the Daleks experimented with numerous different types of casings for their mutated bodies. Most of these designs did not survive into the Time War and are based on earlier Dalek technology, without the benefit of later enhancements such as forcefields and self-destruct capability. A few are described here.

SPIDER DALEKS

Spider Daleks are slightly larger than standard Dalek soldiers and have tougher armour. Although the top and middle sections are a modified version of a standard Dalek, eight mechanical spider-like legs unfold from the lower section, the front pair of which doubles up as manipulatory arms with pincer claws. These legs provide the Daleks with greater manoeuvrability than the hover-capability of regular Daleks, allowing them to scuttle over rougher terrain and even climb steep surfaces. Although they were effective, construction of Spider Daleks was eventually discontinued. One reason may be that the leg-joints of the Spider Dalek armour are more vulnerable to damage and can be targeted to disable the Dalek unit.

STRIDERS

Striders are gigantic Spider Daleks, ten times larger than their smaller cousins. Like Spider Daleks, they have eight long, flexible legs that carry them over whatever terrain they encounter. Striders can go almost anywhere they want to. Their bulbous bodies house four exterminator cannons facing forwards and below. Even more heavily armoured than other Dalek designs, it is very difficult for standard Thal or human soldiers to take out Striders. But, like Spider Daleks, their legs are a weakness that may be exploited.

MARINE DALEKS

Marine Daleks are a specialist design intended for underwater work. Their casings are torpedo shaped, with the eye stalk at the point, scanning forward. Halfway down the streamlined body, parallel to it, are the gun stick and a grappling arm. The inevitable sensor globes flow towards the reactor at the rear that propels the Marine Dalek through the water.

**SPIDER DALEK**

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

SKILLS

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

TRAITS

Additional Limbs x2 (legs)

Alien

Alien Appearance

Armour (12 points)

Climbing (Minor)

Cyborg

Environmental (Minor) – Including the vacuum of space or underwater

Fear Factor 4

Natural Weapon (Major) – Exterminator: L(4/L/L) damage

Scan

Technically Adept

Weakness (Minor) – A Spider Dalek's leg-joints have weaker armour, providing only 2 points of damage reduction. If several legs can be damaged, the Dalek can be rendered immobile. If targeted, leg-joints are -4 to hit due to their small size. It takes 3 points of damage to disable a leg in this way.

TECH LEVEL: 8

STORY POINTS: 5-8

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STRIDER



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	10

SKILLS

Convince 2, Fighting 3, Marksman 3, Medicine 1, Science 3, Technology 4

TRAITS

Alien
Alien Appearance
Armour (15 points)
Cyborg
Environmental (Minor) – Including the vacuum of space or underwater
Fear Factor 4
Natural Weapon (Major) – Exterminator Cannons: 20(10/20/30) damage
Scan
Size: Huge (Major)
Technically Adept
Weakness (Minor) – A Strider's leg-joints have weaker Armour, though still providing 5 points of damage reduction. If several legs can be damaged, the Strider can be rendered immobile. If targeted, leg-joints are -2 to hit due to their size. It takes 5 points of damage to disable a leg in this way.

TECH LEVEL: 8

STORY POINTS: 3-5

MARINE DALEK



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

SKILLS

Athletics 3 (AoE: Swimming), Convince 2, Fighting 2, Marksman 3, Medicine 1, Science 3, Subterfuge 4, Technology 4

TRAITS

Alien
Alien Appearance
Alien Senses – Sonar
Armour (10 points)
Cyborg
Environmental (Minor) – Including the vacuum of space or underwater
Fast (Major) – Only under water
Fear Factor 3
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Scan
Technically Adept

TECH LEVEL: 8

STORY POINTS: 4-6



IRIS EXPLAINS: THE DALEK CONTINUITY CONTROVERSY

Hello again, luvvies! It's me, yer old Auntie Iris (see A58), back to give a helping hand and sort this little mess. Well, when the regular writers got to this bit, they had a fit of the collywobbles and I was drafted in to fill in for them. Mind you, I'm not surprised. Dalek continuity isn't for the faint hearted at the best of times. Even I needed a stiffener to take this on!

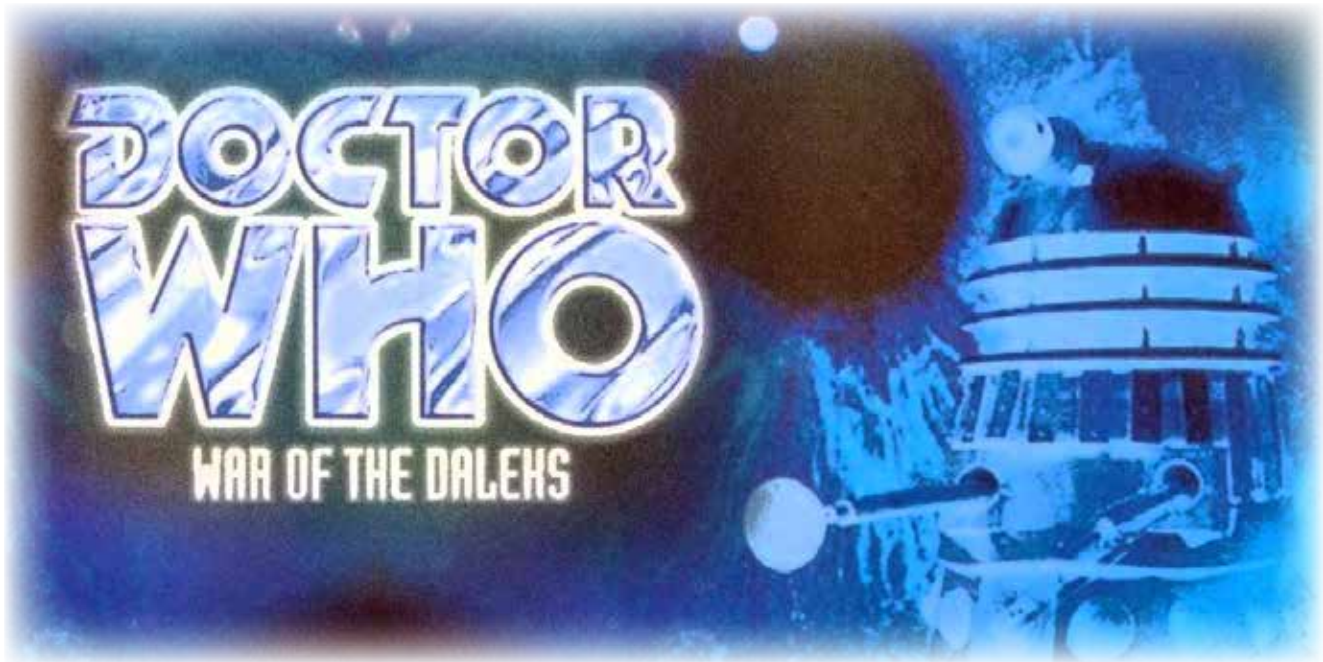
Anyway, the usual sources (you know, *The Rise and Fall and Rise of the Dalek Empire*, *A History of the Kaled-Speaking Peoples* and *Horrible Histories: Diabolical Daleks*) say that Davros's involvement in Dalek history goes something like this. Shortly after he created the Daleks, Davros was exterminated by them and his body was left in one of the lower levels of the Kaled bunker on Skaro. But the old sly-boots was actually in suspended animation rather than dead. Centuries later, the Daleks needed Davros to help them break the deadlock in their war against their deadly (but strangely previously unheard of) arch-enemies, the Movellans. So Davros was found and revived, but the Movellans won the war anyway by developing an anti-Dalek virus. Davros later tried to regain control of the Daleks and set himself up as their new Emperor. A civil war started and the Seventh Doctor tricked Davros into destroying Skaro with the Hand of Omega. Ooh, it was a right palaver!

All this is true. I should know – I was there! Except the Doctor in one of his more devious incarnations, all funny accent and novelty umbrella, airbrushed me out of the proceedings so he could hog the limelight. Cheeky bugger!

But his next incarnation – the dishy one with the pale good looks who makes this girl's cheeks flush – he got himself captured by the Dalek Prime, who told him a different version of events. Apparently the Dalek Prime had taken a sneaky peak at the future and didn't like what he saw. To save Skaro, he sent a taskforce back in time to recover Davros's body while he was still in suspended animation beneath the Kaled bunker. They transported him to another planet, Antalin, which had been all dressed up to look like Skaro on early-closing day. The Dalek Prime also created the Movellans to provide a reason for them waking Davros, to make him think they needed him again. So when Davros finally got hold of the Hand of Omega, it weren't Skaro he destroyed, but Antalin.

Of course, this is all fake news! This version of the Doctor may be dishy in an "Ooh, Mr Darcy!" kind of way, but he's also very gullible. If you want to believe otherwise, that's up to you. All I'm saying is, if a Dalek ever offers to tell you a load of top-secret information that you never asked for in the first place, it's got to be a pile of codswallop! Disinformation to keep the Doctor on the back foot, is what I say. Anyway, I've given you all the facts so you can make yer own minds up.

Now, I can see that Panda has opened the last bottle of Lambrusco, so I'd best be off. If I don't stop him, he'll polish it off without me. Ta-ta, luvvies! Mind how you go!



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DONALD STARK (*The Fallen*)

Professor Donald Eustace Stark is a brilliant enough geneticist that time travellers with a bent in science may have heard of him. While a genius, the man is obnoxiously egotistical, refusing to let any of his assistants take credit for their own contributions to his findings. Eccentric in the extreme, Stark was the only person who took Dr Grace Holloway (see A7) seriously when she posted on scientific message boards claiming to have a living tissue sample from an alien lifeform. He quickly hired her as an assistant, investigating the sample said to be from an alien species, humanoid in nature but with the ability to change their bodies when on the verge of death.

In short, the plan was to achieve human/Time Lord hybridisation based on DNA the Master left behind on New Year's Eve, 1999.

Their plan would quickly receive funding by Leighton Woodrow (see A69) of MI6, and the duo moved at a quick pace. Stark was eager to hold some kind of perceived biological superiority over his fellow humans and injected the complex and unstable DNA pattern into himself without proper testing. The DNA didn't contain a single trace of Time Lord, being from when the Master's consciousness was in the body of a creature called the Deathworm Morphant (see *The TV Movie*). Stark could tell, yet decided to inject himself anyway out of sheer arrogance, wanting to become a sideways step in human evolution.

DEATHWORM-HUMAN HYBRIDISATION

After splicing his DNA with that of a Morphant, Stark gains the following additions/changes:

ATTRIBUTES: Awareness and Coordination are increased by one point, while Strength is increased by six points.

SKILLS: Athletics, Subterfuge and Survival are all increased by two points.

ADDITIONAL TRAITS:

Alien Appearance
 Alien Organs (Minor)
 Environmental (Minor) – Body adapts to temperatures easily
 Fast Healing (Major)
 Fear Factor 2
 Natural Weapons (Major) – Burning Spit: 5(2/5/7) damage
 Obsession (Major) – Feeding
 Psychic
 Shapeshift (Minor) – Ooze-like physiology is suited to stretching and manoeuvring through small spaces
 Size – Colossal
 Special – Symbiotic Consciousness: Gains memories and knowledge from those absorbed
 Telepathy
 Wanted (Major) – MI6
 Weakness (Major) – Body's molecules cannot reform if blown apart

PROFESSOR DONALD STARK

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

SKILLS

Athletics 1, Convince 3, Craft 1, Fighting 1, Knowledge 4, Medicine 4, Science 6 (AoE: Genetics), Subterfuge 2, Survival 1, Technology 1

TRAITS

Arrogant
 Bio-Chemical Genius
 Eccentric (Major) – Egotism, borderline eugenics complex
 Selfish

TECH LEVEL: 5

STORY POINTS: 12

Now with the physiology of a liquid-like moray eel, Stark stalks the sewers of South London, mindlessly hungry and drowning random passers-by with his body. His condescending and power-crazed personality still shines through, communicating telepathically.

Morphants absorb the consciousness of their victims as they're consumed, giving them the experience and instincts of entire ecosystems, making them formidable predators. The Master had the ability to control this, but Stark doesn't. He's just barely keeping his head above a sea of conflicting emotions and memories, leaving his frail mind completely unhinged. Each Round, Stark must make a Difficulty 18 Ingenuity + Resolve check. If this fails, he momentarily loses control of his body's psychic communications and starts replaying random quotes from his absorbed victims.

While at the moment Stark is simply killing and absorbing with no particular regard, he'll naturally try to absorb the memories of a time traveller and use their machine to spread across the stars, feasting on all as he sees fit. While his body makes him seem indestructible, its molecules are easily separated by explosions.

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DR CHARLES BANHAM (*Casualties of War*)

In 1918, Dr Charles Banham is the director of a convalescent hospital for shell-shocked soldiers at Hawswick Hall in North Yorkshire, where he is treating his patients with the latest in psychiatric techniques. To outside eyes, Banham is a remarkable man who has achieved some very impressive results. The men under his care seem to recover far better than at many other similar hospitals, where the atmosphere is often much more oppressive than at Hawswick. While shell-shocked soldiers often find it impossible to allay the ghosts of the trenches, the Hall is marked by a certain sense of relief, and Banham's therapy is a real tonic to his patients.

Dr Banham is a tall, imposing man in his mid-thirties. He habitually wears a tweed suit which does nothing to complement his impressive shape. Although he wears spectacles, they serve to emphasise his dark good looks. He has jet-black hair without a trace of grey or recession, and his eyes are a deep brown that looks almost black. Most people find Dr Banham to be a charismatic, enchanting man, both magnetic and darkly attractive.

The Doctor interviewed Banham when he came to the nearby village of Hawswick, posing as "the Man from the Ministry" to investigate reports of horrifically wounded soldiers roaming the countryside at night, which may also be connected to a recent spate of attacks on livestock and the disappearance of several family pets. Banham confirms that he encourages the men in his care to leave the hospital at night to help them work through their psychoses. They have been deeply scarred by their war experience, and their sleep patterns are often severely disrupted. It is quite possible that some of them might reach the village. But none are injured to the horrific extent described by witnesses, and they are certainly not armed, as has been reported. The Hall's gun cabinet is kept securely locked.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Banham's treatment is releasing the latent psychic powers of the shell-shocked soldiers, a form of atavistic reversion. The Doctor terms them "Dark Forces" that hark from the dawn of humanity, and perhaps even further back than that. As society has grown more complex and people have become more cut off from nature, something has been lost. Civilisation and the higher reaches of the human intellect are gained at a price. That price is a divorce from the more basic, instinctual talents that man once possessed. These skills remain, buried deep in the subconscious. But sometimes, by accident of personality or by mental trauma, they can resurface as a race memory programmed into the human psyche.

Dr Banham's treatment is a form of exorcism, and he has been trying to store the raw energy that he has tapped. He is seeking to channel them and contain them, even putting them to some demonic use of his own. The Dark Forces have provided him with superhuman strength, extrasensory perception, the ability to create phantasms and illusions, a smattering of telekinetic

powers, even rejuvenation and an extended lifespan.

Banham is seeking to control the Dark Forces by means of rituals and spells from an ancient Latin tome, performing them in a bare clay room with a chalk circle drawn on the floor. To prying visitors to the Hall, the room appears to be nothing more than a broom cupboard, as Banham maintains a psychic illusion to disguise it.

The Dark Forces are growing more powerful than Banham realises and have a form of life and sentience of their own within the clay soil in and around Hawswick Hall and the surrounding countryside.

DR CHARLES BANHAM

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

SKILLS

Convince 4, Medical 4 (AoE: Psychotherapy), Science 3, Subterfuge 1, Technology 2

TRAITS

Attractive
Charming
Clairvoyance
Indomitable
Psychic
Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook*)
Telekinesis
Telepathy

Banham later gains Alien Appearance (Minor) and Enslaved as he falls further under the control of the Dark Forces

TECH LEVEL: 4

STORY POINTS: 6

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CLAY SOLDIER

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

Skills: Fighting 2

Traits: Alien Organs (Minor), Fear Factor 2, Immunity (Bullets and similar weapons do no damage to the golem's clay body), Natural Weapon (Major: Psychic Bullets – Resolve +2 damage; requires contest of Presence + Resolve instead of the usual Coordination + Marksman), Psychic

Tech Level: 4

Story Points: 1-3



It is a gathering evil and it is growing. Through Dr Banham, the Dark Forces can manipulate the clay to create creatures from the nightmares brought back from the war by Banham's patients. They manifest as ragged, filthy soldiers with wounds too terrible to be able to live and whose rifles fire "psychic bullets". The Dark Forces are also the cause of the attacks on livestock, which have been blown apart by telekinetic powers capable of exploding the cattle from the inside. In the woods, an old oak has been

THE DARK FORCES



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	8
INGENUITY	2	STRENGTH	N/A

SKILLS

Convince 4

TRAITS

Alien Organs (Special) – The Dark Forces can never be truly destroyed, only dissipated

Clairvoyance

Indomitable

Invisible (Special Bad)

Immaterial

Possess

Psychic

Psychic Assault (see *The Fourth Doctor Expanded Universe Sourcebook*)

Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook*)

Telekinesis

Telepathy

TECH LEVEL: 4

STORY POINTS: 10

decorated with the heads of the missing household pets, a form of sacrifice through which the Dark Forces can consolidate their strength. Eventually, they will be powerful enough to transform the physical world into a recreation of the hell of No Man's Land.

Dr Banham is being consumed by the Dark Forces he has been seeking to command. As he falls further under their control, he is no longer fully human. A grey curling motion can be glimpsed in his eyes, subtle at first but the orbs later become solid clay. Once fully in the Dark Forces' thrall, Banham speaks with a demonic growl, the voice of the psychic sentence.

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DR JOHAN DROSSEL *(The Silver Turk)*

Dr Johan Drossel is a master puppet-maker and puppeteer. At the Vienna Exposition of 1873 (see *L101*), he exhibited his Great Theatre of Marionettenburg, in which his marionettes sing and dance, all without any visible strings to operate them!

Drossel is a large man in his fifties, bushy-bearded and theatrical. He is a sinister presence though and has macabre ambitions beyond his puppet show. At night, Drossel tours the streets of Vienna in a very singular black carriage. The carriage is driverless, and if they are examined closely, the horses that pull it are found to be expertly carved and cleverly articulated wood, but with real eyes in their sockets.

Drossel is usually accompanied by a strange creature. It has a humanoid torso with three arms sprouting from its shoulders, allowing it to scuttle along and clamber up walls with ease. The creature's head betrays its origins as a Cyberman of the early Mondasian design. Drossel bought it from a forester who found it wandering in the woods. He and Alfred Stahlbaum (see *V3*) did what they could to repair it, before Stahlbaum betrayed Drossel.

While Stahlbaum has his own exhibit, the Silver Turk (see *V134*), at the Exposition, Drossel has been hunting his investors down, his Cyberman leaving behind a series of corpses with their eyes removed. Drossel is getting closer and closer to Stahlbaum and desires the Silver Turk!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Drossel's Cyberman and Stahlbaum's Silver Turk are two survivors of a crashed Cyber-ship, an advance scouting mission to locate Earth prior to the arrival of Mondas. The Silver Turk is called Bremm and Drossel's creature is Gramm. Neither knows of the other's survival.

During the repairs by Drossel and Stahlbaum, both Cybermen's legs were amputated to prevent them from running away, and one arm was removed from Bremm and grafted onto Gramm. While Drossel wanted to keep the Cybermen to himself, Stahlbaum saw the financial possibilities if they were exhibited. He stole Bremm to become the Silver Turk at the Exposition, and Drossel is determined to recover it.

Although Gramm is badly damaged and Drossel treats it like a dog, it can speak, though it has not revealed this to its current owner. It believes that it has returned to Mondas and that the Mondasians are again living on the planet's surface, leaving it as the last Cyberman in existence. Although it has no emotions, it may feign sorrow and loneliness to gain sympathy. If it learns of Bremm's survival, Gramm will work to recover the Silver Turk and repair them both. However, it will need an enormous source of power, perhaps requiring the harnessing of a lightning strike. Gramm will then build a transmitter to contact Mondas.

DR JOHAN DROSSEL

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

SKILLS

Convince 3, Craft (Puppeteer & Puppet Maker) 4, Fighting 1, Knowledge 2, Marksman 1, Medicine 3, Technology 3, Transport 2

TRAITS

Armour (5 points)
Cyborg
Dark Secret (Major) – Drossel is actually a cybernetic wooden marionette
Obsession (Major) – Survival and the creation of his puppet army
Ruthless
Technically Adept

TECH LEVEL: 4

STORY POINTS: 6

Gramm is fitted with a Cyber-hypnosis unit and has been using this to influence Dr Drossel's thoughts. It has also carved life-size wooden marionettes inlaid with filamental circuitry like a nervous system and powered by clockwork, enabling them to act and speak without the aid of strings. It has even created some to be convincing duplicates of real people. Under Gramm's influence, Drossel is obsessed with creating more marionettes. Although they seem to obey Drossel, they are in fact under the control of Gramm. Like the wooden horses, they have eyes stolen from Gramm's human victims, as Drossel believes they give the puppets souls. He wants to use his creations to build a new world, a twisted reflection of the Cybermen's usual objectives.

In a final irony, Drossel is also no longer fully human, his organic parts having been upgraded with wooden limbs and organs inlaid

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with circuitry. He is the master puppet. If he is destroyed, all the other marionettes will wind down.

THE BLACK CARRIAGE

Armour: 2 **Hit Capacity:** 8 **Speed:** 3

Traits: Travel

Story Points: 1

GRAMM

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

SKILLS

Athletics 1, Convince 1, Craft (Wood Carving) 4, Fighting 3, Marksman 2, Medicine 1, Science 3, Technology 4, Transport 2

TRAITS

Additional Limbs – Extra arm; the three arms also can act as replacements for Gramm's missing legs (giving Gramm either an additional action at no penalty or +2 Speed each Round, but not both)

Armour (5 points)

Climbing (Minor)

Code of Conduct (Minor) – Mondasian Cybermen do not kill needlessly

Cyborg

Fear Factor 2

Hypnosis (Major)

Technically Adept

Weakness (Major) – Cannot tolerate radiation, taking 4 extra points of damage, ignoring Armour, per Round of exposure

TECH LEVEL: 6

STORY POINTS: 4

CYBER-MARIONETTE

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

SKILLS

Fighting 2

TRAITS

Armour (4 points)

Enslaved – But to Gramm rather than Drossel

Robot

Slow

Slow Reflexes

Weakness (Major) – If the Drossel is killed, all his marionettes wind down

Those marionettes which are copies of real people also have Doppelganger.

TECH LEVEL: 4

STORY POINTS: 1-2



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DRYADS (*Wolfsbane*)

According to modern beliefs, dryads aren't real. They are considered a creature of European folklore, a kind of tree sprite, best remembered as nymphs who frolic through the woods dressed in green with ivy in their hair. This is a distortion of the truth, though dryads were rare even in their day so it's not surprising that not much is remembered about them nowadays.

Dryads are tree spirits, true enough. They are women of the utmost beauty dressed in green, and they live inside certain trees. Perhaps it's more accurate to say that the dryad and her tree are one and the same, as any damage inflicted on the tree will also be felt by the dryad herself.

Dryads are very fond of taking human men for company, using their supernatural powers of persuasion to lure them inside their trees. A dryad's tree is capable of engulfing a victim, dragging them within its trunk and sealing them in with the dryad. Once they have a man ensnared inside the living wood, the dryad can keep him there indefinitely. The magic of the dryads extends their victim's lifespan for centuries, without need for food or drink. In this way, they can keep a man alive in safety and peace, and even offer him pleasure if he wishes to take it. On occasion, particularly if their tricky wiles don't work, a dryad may bargain with a prospective victim, agreeing a fixed period for their incarceration.

When a man is finally released by a dryad, he generally has no memory of his experience or sense of the passage of time. He might emerge from the tree a thousand years after his imprisonment with no understanding of what has happened to him or why the world has changed so much. After all, the dryads don't want others to be warned about them!

In centuries past, there was magic in the land, in every root and stem. But with the age of reason and of industry, the magic has bled away far down into the soil, too deep for the roots of the dryads and their trees to reach. So they have slept. A dryad may been woken again if magic returns to the land, but they find the air to be choked with poison and the soil with metal and unnatural things. All they want to do is sleep again, waiting for a time to come when the land will be cleansed and magic can return more fully (see V79).

HEALING – SPECIAL ALIEN GOOD TRAIT

A character with this Trait has the innate ability to heal others. By spending 1 Story Point, they can heal up to 3 points of damage. By spending 2 Story Points, they can cure any disease or medical condition in one person. By spending 4 Story Points, they can bring the recently deceased back to life. Healing costs 3 Character Points to purchase.

DRYAD

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

SKILLS

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

TRAITS

Alien

Alien Appearance

Dependency (Major) – Dryads require the land to be magically active, otherwise they must return to sleep

Fast Healing (Special)

Healing (Special)

Hypnosis (Major)

Memory Manipulation (Minor) – see *The Second Doctor Expanded Universe Sourcebook*

Special – Extend Life: Once a dryad has lured somebody to within their tree, they can keep them there indefinitely without them ageing or sickening or requiring food or water

Spellbinding (Major) – Has a +4 bonus on all rolls involving her beauty

Weakness (Major) – Any damage inflicted on a dryad's tree will also be inflicted on the dryad

TECH LEVEL: 1

STORY POINTS: 4-6

Among their other abilities, dryads also possess the healing power of nature. It is this that keeps the men they keep in their enchanted embrace healthy and young. They can also use it to heal injuries and illness if they desire, but dryads rarely agree to do anything without wanting something back in return. Dryads are themselves extremely long lived.

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ED HILL (*Revolution Man*)

In 1967, Ed Hill was the singer in the rock band Kathmandu. His long hair, pointed beard and heavy eyebrows were instantly recognisable to his fans. But a Kathmandu concert ended in disaster when an unknown force ripped off the roof of the concert hall. Several members of the audience were killed by falling rubble, and Ed was plucked into the air and pulled through the roof. His body was never found.

A year later, Ed is still alive and living in the basement of a house in East Cheam in London. The catastrophe at the Kathmandu concert was a stunt that went wrong, an attempt at using the drug Om-Tsor to create telekinetic powers. Unfortunately, Ed broke his back in the process and is now paralysed from the waist down. He has been in hiding since the deaths at the concert.

Ed is much changed from the rock star he once was and is bitter at how events have left him. He has grown huge and fat, a hairy beefsteak of a man with pitted skin and deep, ugly eyes. There is a smell about him, a sweet odour of incense, but heavily corrupted as if it's covering something intestinal and putrid. It would be easy to believe that, under his leather jacket and blue jeans, Ed's body is rotting away. He is a somehow crocodilian monster, his body slouched and bloated, corpse-like, and his cracked lips concealing yellowed teeth.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Before his accident, Ed was already using Om-Tsor (see *G16*), having brought some back from a backpacking trip to Nepal. Now, he has learned how to cultivate it and grows his own unlimited supply. Ed is heavily addicted to Om-Tsor and has to use it almost constantly to relieve his cravings. But he also sees the drug as a means to liberate the world.


Previously, Ed had flirted with anarchism as a political movement. He had wanted his music to influence people. But he has realised that although they listened to it, they didn't follow it. He now knows that you can't overthrow the Establishment by waving flowers and singing pretty songs or by mouthing mantras on stage while twanging sitars.

Having learned what Om-Tsor can do, of the powers of telekinesis that it provides, Ed believes that he can use it to become all-powerful and overthrow the governments of the world. He learned that Jean-Pierre Rex, the so-called Revolution Man, was using Om-Tsor to enable him to carve his anarchist symbol, the "Big R", in the world's landmarks. But Rex went soft after accidentally killing some innocent people in Rome.

Ed has become leader of the Total Liberation Brigade, which now operates as a cult with him as its messiah. Jean-Pierre Rex (see *V73*) is still in contact with it, but only because it provides him with a supply of Om-Tsor, having also become addicted. But Ed will soon kill Rex

and become the new Revolution Man, using Om-Tsor to push East and West closer and closer to mutually assured destruction. If he is not stopped, the world will end in nuclear fire on 18th May, 1969.

ED HILL



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

SKILLS
Convince 3, Craft (Singing) 5, Knowledge 3, Marksman 1, Technology 2

TRAITS
Dark Secret (Major) – The Revolution Man
Dependency (Major) – Addiction to Om-Tsor; must take it every 6 hours or suffer a -4 penalty on all rolls
Distinctive
Fame (Minor)
Hypnosis (Major)
Impaired (Major) – Paralysed from the waist down
Repulsive

EQUIPMENT
Om-Tsor

TECH LEVEL: 5

STORY POINTS: 8

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ELDER THINGS (*The Taking of Planet 5*)

Among H.P. Lovecraft's many literary creations are the Elder Things that ruled the Earth millions of years before mankind, until their Shoggoth slaves rose up and destroyed them. They are just monsters from fiction, originating in the novel *At the Mountains of Madness*. Or are they? By the 25th Century, many fringe archaeologists regarded the Elder Things as having been real, leading the Doctor to investigate a cyclopean base in Antarctica.

The Doctor discovered that, although originally fictional, the Elder Things have been made real, not once but twice, by the machinations of first the Celestis and then the future Time Lords from the era of the War in Heaven (see A54). Initially, the Celestis used a fictional generator capable of altering reality in a fundamental way to bring the Elder Things into existence twelve million years in the past.

An Elder Thing is a totally inhuman creature standing about eleven feet tall. It is basically an upright cylinder, but ridged and distorted and resting on five long tentacles which end in flat, five-veined, triangular feet. Its "head" is a smaller five-pointed star, all eyes and smaller tentacles and sucking mouths. Five arms, limp, ropy things, hang from the middle of its body, each dividing and subdividing into finer fibres, and from its "sides", black bat-like wings are furled like tight umbrellas.

The Elder Things communicate in pulses of microwave radiation, their head-tendrils flashing in colour-coded concert. They also use microwaves to control their computers and equipment, which are based on macrolithic technology derived from primitive silicon lifeforms that will eventually evolve into the Ogri. The Elder Things also use a servitor race, the Shoggoths, black protoplasmic masses capable of taking on any form.


SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Celestis (see V19) created the Elder Things in order to manipulate the future Time Lords into breaking the time loop around Planet 5 of Earth's Solar System, thus freeing the Fendahl (see *Image of the Fendahl*).

The future Time Lords didn't realise the Elder Things had fictional origins. A task force was regenerated to resemble them and infiltrated their prehistoric Antarctic city, destroying the versions created by the Celestis's fictional generator. Falling for the Celestis's deception, the Time Lords who were now Elder Things set up base in the city, from where they hoped to free the Fendahl from the time loop, to use as a weapon against the Enemy.

The new Elder Things wield parallel cannons that fire streams of reversed-polarity neutrons channelled from the nova of an anti-sun. They also have their own versions of the servitor Shoggoths, which have been bred from TARDISES (see X8). Although built only to serve, the Shoggoth-TARDISES are becoming more and more sullen and restless, more akin to their rebellious antecedents who rose up to

TIME LORD ELDER THING



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

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

TRAITS
 Additional Limbs x2 (tentacle-arms)
 Alien Appearance
 Alien Senses – Microwave radiation
 Control – Can operate Elder Thing technology by microwave generation
 Environmental (Minor) – Can survive in intense cold and the vacuum of space
 Feel the Turn of the Universe
 Fear Factor 2
 Flight (Major)
 Immunity – Microwaves
 Psychic
 Size – Huge (Minor)
 Tailored Regeneration
 Time Lord
 Tough
 Vortex

EQUIPMENT
 Parallel Cannon: L(4/L/L) damage, Armour Piercing (ignores the first 10 points of Armour)

TECH LEVEL: 10
STORY POINTS: 4-6

overthrow the Elder Things. Already, they are uncertain whether they are TARDISES or Shoggoths.

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ELDRED SAKETH (*Beltempest*)

In the Bel system (see *L10*), a suicide cult called the Endless State periodically transports those members who wish to die (and pass into the Endless State of its name) to the planet Belannia II. Belannia II is far too close to its sun and its atmosphere is highly toxic, so the cult members step out onto the surface of the planet to receive a quick but very painful death. Until, that is, Eldred Saketh failed to die.

Saketh fully expected to die amid the molten rock and clouds of toxic steam. But something has change on Belannia II and, although he was wracked with the agonies of death, his frail body convulsing on the ground, he was able to stand and walk back aboard the ship that had brought him here. Saketh, disfigured by burn scars, then demonstrated his new-found immortality by drinking poison and surviving, though he was again wracked by agony as the poison tried to do its work on his body. Eldred Saketh has entered the Endless State *of Life*. He is the Endless.

Saketh has assumed control of the Endless State and is determined to pass his immortality on to as many other members as possible, indeed to as many other people as possible whether they want it or not. By passing even a trace of his organic material to others, in his saliva or blood say, they gain the same immortality.


Even as the Bel system itself begins its death throes due to forces beyond the understanding of anyone in it, Saketh may just have found the means to survive it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Life has evolved in the inhospitable soil of Belannia II. It has actually been there for millions of years, the remnants of an advanced but vanished civilisation. It is the microscopic machines the civilisation developed to build and repair and alter things at a molecular level. They have survived and, over time, they have achieved sentience. They have evolved to be able to take over host bodies and escape the gravity well of Belannia II, to spread out into the universe and continue to develop.

The nanomachines are able to heal any damage that their host endures, cure them of any disease, regenerate entire limbs, even bring them back from death itself. They can control their hosts' thoughts to compel them to act in the best interests of the nanomachines. And the nanomachines see their best interests as harnessing the energy of the Bel sun as it goes supernova and using it to evolve. Then, the human hosts will no longer be required.

ELDRED SAKETH



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

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

TRAITS
 Distinctive
 Enslaved
 Environmental (Major)
 Fast Healing (Special)
 Immortality (Special)
 Infection

TECH LEVEL: 6

STORY POINTS: 6

THE NANOMACHINES

Although sentient, the nanomachines on Belannia II do not have a full set of stats due to their microscopic nature. For the purposes of infecting humans (and in case anyone is able to communicate with them by any means), they have the following: Ingenuity 4, Presence 3, Resolve 5, Convince 3, Technology 5, and the Infection, Networked (Major) and Possess Traits. Anyone they successfully infect gains Enslaved, Environmental (Major), Fast Healing (Special), Immortality (Special) and Infection.

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THE ELYSIAN CHAPTER *(The Final Chapter)*

The people of Gallifrey are certain that the Doctor is a myth, a story doubtless made up by the Time Lords' collective imagination. After all, this one convenient hero figure has appeared at so many key moments in their history; launching the Hand of Omega, assassinating a president and foiling the Sontaran invasion, to name but three. A popular book on the legend is *Doctor Who?: In Search of the Old Times Fraud*. Of course, the Doctor himself knows this isn't true, but also knows that history is just a collection of told tales, and minds are easily gaslit when stories are involved.

One of the few believers in the Doctor's legitimacy is Xanti, an Academy dropout labelled an unstable lunatic due to paranoid tendencies. Xanti is on the run from the authorities, wearing a cloak to cover his face when outside and squatting in abandoned buildings, wherein he paints murals depicting the Doctor as a two-fisted action hero. He claims that "Elysians" are after him, but wouldn't be able to explain what that name actually means; it just appeared at the back of his mind one day. While most would dismiss this as delusional nonsense, he is genuinely being hunted down by mysterious cloaked figures. For some reason even Xanti himself isn't sure of, he feels the best way of solving this mystery is going to his father, Uriel. Unfortunately, Uriel has a permanent booking in the Quantum of Solace, a Time Lord psychiatric facility currently run by Tubal Cain (see V143), an old antagonist of the Doctor.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Uriel's inner world is an odd mixture of Wonderland and Gulliver's Travels, with Uriel himself taking a form like that of the Mad Hatter. In this dreamworld, Uriel is endlessly tortured by his inner demons, countless tiny figures that resemble his son. Still, he's surprisingly clear about what's going on, even if he's a bit eccentric. Uriel was a member of the "Elysian Chapter", a secret society formed at the Time Lord Academy and made up of members from the standard chapters and houses who shared a political belief. Their belief is that, as Time Lords hold godlike power in comparison to the other races of the universe, they should have the power to treat 'lesser' races as they wish and instate a totalitarian rule over all existence. They have a personal hatred of Rassilon, as it was he who initiated the non-intervention policy.

It's no wonder that the Elysians view an anti-totalitarian renegade like the Doctor as a massive threat to their belief system, trying to erase him from the minds of everyone on Gallifrey to ensure no one gets any ideas about opposing them when they make themselves known. The Elysians call themselves the Final Chapter, as they'll make all other potential viewpoints and perspectives forbidden once they reach power.

The Elysian Chapter plans to seize Gallifrey in a bloody coup, using unregistered clones (also called Elysians) to bolster their numbers. Xanti, a clone of Uriel, was the first of these and the template for the rest. Once Uriel held the baby clone in his arms for the

LUTHER



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

SKILLS

Athletics 1, Convince 6, Craft 1, Fighting 2, Knowledge 6, Marksman 1, Medicine 1, Science 6, Subterfuge 4, Survival 1, Technology 8 (AoE: Temporal Engineering), Transport 1

TRAITS

Arrogant
Dark Secret (Major) – His position as head of the Elysian Chapter
Distinctive
Eccentric (Minor) – Theatrical
Feel the Turn of the Universe
Friends (Major) – The Elysian Chapter
High Office (Major) – Head of all the Gallifreyan government's information gathering/presenting branches
Menacing
Mental Calculator
Photographic Memory
Prejudice (Major) – All non-Gallifreyan Species
Psychic
Quick Reflexes
Single-Minded (Major)
Technically Adept
Time Lord
Time Lord – Experienced
Time Lord Engineer
Voice of Authority
Vortex

TECH LEVEL: 10

STORY POINTS: 6

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first time, all his hatred for the universe melted away. Realising what a foolish ideology he was following but that he stood no chance of defeating the Chapter alone, he quickly registered his 'son' into the Academy (hoping he wouldn't attract attention) and booked himself to the asylum for safety. Xanti's clones are mindless fanatics that follow the Elysian way, but with the right influence perhaps they could develop more independence and respect for life.

The leader of the Elysians is Luther, who has achieved the position of Overseer in government. The most distinctive part of Luther's physical appearance is a protruding circular wrinkle pattern on his forehead, possibly self-given as part of an odd ritual. He is the eyes and ears of the Capitol and has complete control over all information spread among the populace. He operates from a tower so gigantic it dwarfs even other Time Lord architecture. With the power Luther has, it's no wonder the Doctor became a myth overnight.

Overseer Luther achieved his position in part by providing a brilliant redesign of the Capitol's architecture, constructing a new one directly around and above the bulk of the old building. This redesign of the Capitol has secretly turned it into something of a gigantic TARDIS control room, complete with a gigantic CRT screen and a massive time rotor. Curiously, this rotor has space inside for an individual to be suspended, specifically Xanti. Unknown to all except Luther, Xanti's very DNA is encoded with material extracted from the Eye of Harmony so he can be used to power the contraption, explaining why the Chapter has been so desperate to capture him.

Luther's plan is brutally simple: having turned the entire planet into a time machine, he will materialise present-day Gallifrey directly over its past self just as Rassilon first activates the Eye of Harmony. This will kill everyone on the planet in the past, then Luther will install himself as leader. The fact that this is the most absurdly damaging thing to do to the Web of Time signals either that Luther is completely mad, has integrated technology that would make it a clean and simple override of the past, or both.

Given his high place in the Time Lord government and his place at the head of a conspiracy, Luther (or other members of the Elysian Chapter) would naturally make for a great story-arc villain for a campaign focusing on Gallifreyan political intrigue.

XANTI'S CLONES

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

Skills: Fighting 2, Knowledge 1, Marksman 3, Medicine 1, Science 1, Subterfuge 3, Survival 1

Traits: Remove all Traits marked with an asterisk, and add Arrogant, Enslaved and Menacing.

Tech Level: 10

Story Points: 2-4

XANTI

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

SKILLS

Knowledge 4 (AoE: Time Lord History), Marksman 1, Medicine 1, Science 3, Subterfuge 3, Survival 1

TRAITS

Bottom of the Class

Cloistered

Clumsy*

Feel the Turn of the Universe

Inexperienced

Innocent*

Photographic Memory

Psychic

Psychic Training

Run for Your Life!

Special – Encoded DNA: While he has no personal ability to time travel, Xanti's DNA contains hidden coding that makes him a living circuit-board for a time machine such as a TARDIS*

Time Lord

Unadventurous

Unthreatening*

Vortex

Wanted (Major) – Under constant surveillance of the Elysian Chapter, to be kidnapped when the time has come*

TECH LEVEL: 10

STORY POINTS: 11

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ELYSIAN CHAPTER PACKAGE – NEW TIMELORD CHAPTER PACKAGE

A Time Lord with this Trait package belongs to the authoritarian secret society referred to as the Elysian Chapter. As this group consists of Time Lords recruited from across the traditional chapters, this package may be purchased in addition to one of the existing Time Lord Chapter Packages (See *The Time Traveller's Companion* and *The Seventh Doctor Expanded Universe Sourcebook*, Vol. 2).

The Time Lord Trait is a prerequisite for this package, whether purchased separately or as part of another Chapter package.

ELYSIAN (Cost: 0 Character Points, 0 Story Points)

SKILLS: +1 Convince, +1 Subterfuge

GOOD TRAITS: Friends (Major: The Elysian Chapter)

BAD TRAITS: Dark Secret (Major), Prejudice (Major: All non-Time Lords)



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ENQUIRY PATHOGEN *(Spore)*

A probe has drifted through space for billions of years, built by a mysterious, dead civilisation. It contains genetically engineered spores, which it automatically deploys to any planet it passes by. These spores are attached to tiny pieces of rock; all it would need to spread is an external factor, such as a footstep or car's wheel. In days, the spread is unstoppable. In weeks, nothing's left to fight it. The most terrifying thing isn't that this creation exists, nor its millions of outbreaks across the universe, but that it possesses an intelligence.

The Time Lords were attacked by this pathogen, generations before the Doctor. Thousands died before they managed to deal with it and engineered an inherent biological immunity so they would never be vulnerable again. It was possibly created as a means of long-distance biological terraforming, to make worlds habitable to its creators millennia before they might need them as homes.

In the pathogen's first stage, it infects organic matter, breaking it down into a fluid, organic matrix. In short, it jumps from anything organic, from fruit to insects, flora to fauna. It transmutes infected cells into a thick black liquid, leaving prey as melting scraps of flesh and bone. The liquid slowly drains into a thin line, joining other 'arteries.' The ink-black liquid quickly resembles a gigantic spider web, searching for more organic life to infect. Larger tendrils can lash out and are surprisingly strong.

The second stage is to build defensive constructs. As the goo is transmorphic, it can restructure itself into anything it's acquired a genetic blueprint from. It can even combine blueprints, resulting in bizarre creatures of limbs and textures from multiple sources. The more liquid is connected, the more complex the constructs. These can be destabilised by the likes of bullets and explosives, but will reform over time. No stats have been provided for these as they're highly variable. Have fun describing bizarre combinations of animals!

Its most interesting stage is the third, dubbed the "Enquiry Stage" by Gallifrey. Its mystery creators built in a safety mechanism to make sure it couldn't wipe out a civilisation as advanced as its own, perhaps considering it unethical to kill their peers or worried it might return. At the centre of the infection point, the goo will form a bubbling mass, an intelligence matrix comparable to a brain. It telepathically asks a question via sticking a tendril into the brain of whoever it comes into contact with, putting them in a helpless trance for the duration. If answered correctly, it will let out a lethal toxin that'll destroy only itself, leaving behind lifeless tissue samples. The question tends to be something technologically advanced; in gameplay terms, consider the question something that anyone from Tech Level 6 and above would be able to answer (a Difficulty 6 Ingenuity + Technology roll with a -4 penalty for every TL below 6).

ENQUIRY STAGE PATHOGEN

AWARENESS	2-4*	PRESENCE	3
COORDINATION	2-4*	RESOLVE	7
INGENUITY	1	STRENGTH	3-6*

*Variable depending on how much organic material has been assimilated.

SKILLS

Athletics 1, Science 6, Survival 5, Technology 6

TRAITS

Alien

Alien Appearance

Alien Organs (Special) – The pathogen is spread throughout the organic material

By the Program

Infection

Psychic

Replication

Telepathy

Weakness (Minor) – Time Lords have an inherent biological immunity to the pathogen

TECH LEVEL: 7

STORY POINTS: 3-5

Frustratingly, the pathogen's intellect is so simple that it can't be philosophised with or convinced; it must be answered correctly, or tricked. If answered incorrectly, the pathogen will start a full-scale eradication, developing to carry itself in all directions.

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ETERNINES *(Reckless Engineering)*

The Eternines are energy-based entities that live in a pocket universe called the Eternium. The world of the Eternines is a dark place, with what might be the glowing mass of an ocean lapping slowly against the luminous green line of a shore. Their buildings are vast, hollow stone structures, conical in shape as if they have hollowed out entire mountains. The Eternines have the form of bluish-white spheres, glowing so brightly that it hurts the eyes to look at them. They glide through the air in the low gravity of the Eternium.

Eternines possess psychic powers including telepathy and the ability to enter human minds and take control of them at will. Their telepathy feels more like memories appearing in the mind of the recipient, rather than the more usual mental voices. Although their nature is utterly alien to us, they have names, and one Eternine named Watchlar contacted an aspiring poet, Jared Malahyde (see A63), in 1831 and transported him to the Eternium. Malahyde was provided with a protective face-shield allowing him to see the Eternines without discomfort, and they assumed roughly human outlines for his benefit, though ones that glowed and lacked faces.

The Eternines explained that they come from billions of years in the future and are the ultimate stage in the evolution of the human race. They have foreseen that their own existence is threatened as, in Malahyde's time, mankind is approaching a nexus point. In the early 1900s, human development and civilisation could enter a new Dark Age of Ignorance leading to war, disaster and extinction; or it could enter a period of Enlightenment resulting in humankind's evolution into the Eternines.


Malahyde was returned to 1831 with Watchlar within his mind, in order to build a device called the Utopian Engine (see G24) that will allow the rest of the Eternines to travel back in time so that they can guide the human race along the right path. For the following twelve years, Malahyde constructed the Engine under the direction of Watchlar, and in 1843, it was finally activated.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Naturally, this is all a ruse by the Eternines. They are not the end product of human evolution. In fact, the Eternium is contemporaneous to our universe, but it is dying, having been exhausted of energy.

The Utopian Machine is not a time machine as such; it is a time manipulator. When it is activated in 1843, it will accelerate time across the Earth, an action that will generate a huge amount of energy that will be transferred back to the Eternium to revitalise it. The Eternines intend that the Engine's effect will spread across the entire Universe, ageing not only all living things to death, but also planets, stars, even matter itself.

Fortunately, the arrival of the Doctor unintentionally stalled the effect. Even so, every living thing on Earth has been aged by forty years, killing most adults and almost all animal life in an event known as the Cleansing (see L18).

ETERNINE			
			
AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2
SKILLS Convince 4, Craft 1, Knowledge 2, Marksman 2, Science 3, Subterfuge 3, Technology 4			
TRAITS Alien Alien Appearance Flight (Major) Natural Weapon (Major) – Energy Blast 5(2/5/7) damage Possess Psychic Special – Blinding Light: Because of the blinding light their bodies emit, Eternines have a -8 penalty on rolls to hide, but other races have a -4 penalty on all Awareness rolls involving vision while in their presence, unless wearing eye protection Telepathy			
TECH LEVEL: 8			
STORY POINTS: 4-6			

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THE FACE-EATER *(The Face-Eater)*

Many centuries ago, Proxima 2 (see L85) was home to an advanced civilisation of rodent-like creatures. The Proximans were telepathic, but they wanted to be able to join each other in a gestalt if they were threatened by an outside force. So they created a living, sentient machine buried in the quartz field of the mountains. They named it F'Seeta, the Centraliser.

But the F'Seeta became greedy. It absorbed organic material to grow in size and power. The Proximans tried to stop it, to terminate it. The F'Seeta adapted, grew stronger and became a colossal entity within the quartz, whose influence spread across the planet. It attempted to absorb all life on Proxima 2 and learned to create shape-shifting creatures which it could send to kill its enemies, stealing their faces and leaving only featureless corpses behind. It became the Face-Eater.

A small group of surviving Proximans managed to contain the Face-Eater, pushing its influence back into the mountains and returning it to inactivity. They couldn't kill it, but they could keep it dormant and safe. With their civilisation in ruins, the Proximans were reduced to a primitive existence, scavenging among the rubble, the last survivors of all of the myriad species that had evolved on Proxima 2. They still feel the mental tug of the F'Seeta, and if it were ever to wake, they would be unable to resist its summons.

A couple of years after human colonists arrived on Proxima 2 in 2128, an expedition into the mountains revived the F'Seeta. Very soon, murder victims with their faces removed begin appearing in the colonists' city. The Face-Eater is more complex, more intelligent and more dangerous than any alien life that the humans have so far encountered. How can they possibly hope to survive against it?

Like the Proximans, the Face-Eater is telepathic. It can attack the mind or create illusions. It needs to feed on the energy of living beings, drinking their memories and stealing their identities. Its shape-shifting creatures are generated by its own psychic energy, sometimes manifesting as flashes of green light, but taking horrific physical form. Things of bone and sinew, mouths and claws, thin and elongated, monstrous. They can copy the likeness of any life-form, but a successful contest of Awareness + Ingenuity against the shape-shifter's Presence + Convince by somebody who knows the original will notice something amiss.

The leathery, rubbery mass of the Face-Eater is centred within the quartz of the mountains. It is colossal and can extend its tentacles underground at least as far as the new colony's city. If confronted in the mountain caverns, something can be seen moving within or beneath the rock, making the surface ripple. The crystallised faces of its victims, Proximans, humans and others, can be seen within the quartz. The monster speaks with a booming voice or voices, neither male nor female, as devoid of life as the stars.

THE FACE-EATER

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Fear Factor 2
Hypnosis (Major) – Restricted to the Proximans only
Networked (Major) – The shape-shifters
Psychic
Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*
Psychic Illusions – see *The Fourth Doctor Expanded Universe Sourcebook*
Size – Colossal
Special – Organic Absorption: Anyone killed by the Face-Eater's Psychic Assault is absorbed into its mass; the Face-Eater recovers 2 points of damage and gains 1 Story Point for each absorption
Telepathy
Tough
Vortex – The Face-Eater is able to establish dimensional portals (limited to Proxima 2 and not through time)

TECH LEVEL: 6

STORY POINTS: 8

SHAPE-SHIFTER

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

Skills: Athletics 3, Convince 2, Fighting 4, Subterfuge 3, Survival 4, Technology 1

Traits: Alien, Alien Appearance, Climbing (Major), Fear Factor 2, Impaired Senses (Major: Almost blind, relies on sensing movement, -4 penalty to spot stationary objects), Natural Weapon (Minor: Claws and Teeth – Strength +2 damage), Networked (Major), Shapeshift (Special), Tough

Tech Level: 6

Story Points: 1-2



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FACTION PARADOX *(1st in Alien Bodies)*

Just as the human race has spawned “Satan-worshippers”, at least one group exists which has dedicated itself to the study of Paradox, turning its back on traditional Time Lord values and instead embracing a form of dark shamanic spiritualism. Indeed, this group is not unlike one of the voodoo cults of Mutter’s Spiral, with its own pantheon of spirits and demons, and its own occult rituals. The group is known as Faction Paradox, and it’s hard to describe the dread this name conjures up in the minds of the Time Lord archons...

– *Genetic Politics Beyond the Third Zone*, by Gustous R. Thripstead

The Time Lords consider Faction Paradox to be a voodoo cult. However, although they share similar customs, the Faction have no dealings with the Spirits of Earth, only with the Spirits of Paradox. They recruit from all sorts of races and utilise technology stolen from the Time Lords. Members of Faction Paradox wear bone armour including skull masks. Originally, these were real skulls, but ones that should not exist in our timeline. They were half human and half bat, being the skulls of Time Lords from a timeline in which Gallifrey lost the war against the Great Vampires. Later masks are often of imitation bone. Faction Paradox members wield weapons which have been removed from causality, leaving only their meaning and their shadows behind.

Faction Paradox specialises in what might be viewed as blood magic, though it is in fact a highly advanced science which utilises biodata (see *G17*) for mind control and other purposes. Faction technology responds to rituals and ceremonies rather than simple mechanical or electronic controls, and they can summon spirits called loa to draw on their powers. Rituals using suitable biodata can be performed to attract Faction Paradox’s attention or even summon them. It is because of the Faction’s adherence to rituals that the link to voodoo science is often made by outsiders.

The Faction was founded by a mythical figure called Grandfather Paradox. He was supposedly a Time Lord who cut off his arm to remove the criminal tattoo he had been branded with. The High Council have no records of such a Time Lord, leading the Doctor to speculate that the Grandfather erased himself from time and from the material universe and recreated himself in conceptual space in a manner similar to the Celestis (see *V19*). Grandfather Paradox is a bogeyman figure to the Time Lords, but he is the highest authority in the beliefs of Faction Paradox.

Faction Paradox often refers to itself as a family, and this is reflected in its hierarchy. New recruits are given the titles Little Brother or Little Sister, and once they have passed the initiation rites, they become Cousins. Senior members of Faction Paradox are titled Mother or Father, while Godmothers and Godfathers head the various departments and sections. The latter include the four Godfather-Lieutenants who originally reported to Grandfather Paradox.

GRANDFATHER PARADOX

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	8	STRENGTH	2

SKILLS

Athletics 2, Convince 5, Craft 1, Fighting 2, Knowledge 6 (AoE: Faction Paradox Rituals), Marksman 1, Medicine 3, Science 5, Subterfuge 3, Survival 4, Technology 5, Transport 3

TRAITS

Adversary (Major) – Time Lords
 Biodata Control
 Boffin
 Brave
 Distinctive
 Faction Paradox Grandfather – A unique rank but otherwise as Faction Paradox Godfather
 Faction Paradox Ritualist
 Fear Factor 2
 Feel the Turn of the Universe
 Immortal (Major)
 Impaired (Minor) – Grandfather Paradox’s missing arm gives him a -2 penalty for any actions which would normally require two arms
 Indomitable
 No History
 No Shadow
 Photographic Memory
 Precognition
 Psychic
 Technically Adept
 Time Traveller (Special) – All Tech Levels
 Vortex

TECH LEVEL: 10

STORY POINTS: 8

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Faction Paradox has used stolen Time Lord technology to build time ships of its own. Like TARDISes, these are also dimensionally transcendental. But they materialise within existing structures, becoming an impossibly large set of rooms inside something else. The interior chambers of Faction ships are more like shrines, large as cathedrals and decorated in black, with inset roundels covering every available surface. Set into each roundel is a skull. Like all Faction technology, its ships are operated by blood rituals. Faction Paradox also utilises Dæmons' skeletons to build their warships, though it has only a handful, not a large fleet.

The Time Lords view the Faction with dread because of its belief in the principles of paradox, an anathema to most time sensitive races. A couple of thousand years ago, Faction Paradox had its own home world, but it had got itself involved in some pretty sordid criminal operations around the universe: arms deals, slave deals, that kind of thing. It probably thought itself safe from the Time Lords. But it was wrong. The High Council didn't think much of the way that Faction Paradox was peddling time travel technology to other species, so it wiped most of their planet out.

The Faction was almost killed off. The survivors got off the home world just in time and started setting up new colonies all over space-time, making sure they didn't draw too much attention to themselves this time. Faction Paradox still gives illegal time technology to the natives, but it's more careful about the way it does it. It sets up cults, secret societies, that kind of thing, and tells its recruits all the nastiest secrets of the Time Lords. There is always a kind of mystical feel to what it does. So it dresses up the technology with rituals and incantations and lets its followers build time engines that run on pain, or on blood, or on fear.

These days, the heartland of Faction Paradox is the Eleven-Day Empire, a version of England tailored to suit the Faction's needs and located in the eleven days "lost" when the Gregorian calendar replaced the Julian in 1752. The Faction's seat of government is the Eleven-Day Empire's Houses of Parliament. Any Time Lord foolish enough to set the controls of their TARDIS to materialise in England anywhere between September 2nd and September 14th 1752 would find themselves lost in the darkness of the Eleven-Day Empire.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor has encountered Faction Paradox on several occasions. The first was during his fourth incarnation, but it is the Eighth Doctor who has crossed paths with it the most. When Mr Qixotl (see L96) attempted to auction the Relic (see G17), supposedly the corpse of the Doctor's final incarnation, the Doctor met Cousin Justine. Justine had been born in the late 19th Century and was recruited into Faction Paradox as a young woman. Although she was still relatively inexperienced at this time, she would later go on to be much more significant, becoming bonded with the shadow of Grandfather Paradox, which will allow her to discard and acquire any number of shadow weapons.

COUSIN JUSTINE



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

SKILLS

Athletics 1, Convince 3, Fighting 3, Knowledge 3 (AoE: Faction Paradox Rituals), Science 1, Subterfuge 2, Survival 3, Technology 1, Transport 3

TRAITS

Adversary (Major) – Time Lords
Brave
Distinctive
Eccentric (Major) – Polite, demure and overly formal
Faction Paradox Cousin
Faction Paradox Ritualist
Friends (Major) – Faction Paradox
Obligation (Major) – Faction Paradox
Psychic
Psychic Training
Sombras Que Corta (Minor)
Time Traveller (Major) – Tech Levels 5,6 & 9
Vortex

EQUIPMENT

Faction Paradox Armour [Traits: Armour (Minor: 5 points), Fear Factor 1. Story Points: 2.]

TECH LEVEL: 4

STORY POINTS: 8

Later, the Eighth Doctor apparently destroyed Gallifrey to stop it from falling into the hands of Faction Paradox. This version of the Faction was from much later in their timeline, perhaps during the War in Heaven (see A54), and had transformed itself from being

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a small and troublesome cult with voodoo trappings to a ruthless and powerful terrorist organisation with a vast fleet of warships. Grandfather Paradox came into being at this time and appeared to be a twisted version of the Doctor. In fact, Grandfather Paradox is everyone's potential future self; what you will become if you don't mend your ways. If you look him in the eye, you see yourself staring back.

Rather than being normal humans (or other species) wearing macabre outfits and masks, many of Faction Paradox's number were now described as having decaying flesh, like zombies, and hugely extended lifespans. After their defeat by the Doctor, they were transformed into ticking gearwork viruses that dwelt in the Vortex, but are able to return to our universe by acquiring human hosts with the faces of clocks.

FACTION PARADOX TRAITS & TRAIT PACKAGES

FACTION PARADOX RANKS:

FACTION PARADOX LITTLE SIBLING [Special Good Trait]

A character with this Trait is a member of Faction Paradox with the rank of Little Brother or Little Sister, or in less gender-specific cases, Little Sibling. This is the lowest rank within Faction Paradox and is assigned to all new initiates who are undergoing training.

Little Siblings gain an Area of Expertise in Faction Paradox Rituals (under Knowledge) and the following Good Traits: Friends (Major) – Faction Paradox and Psychic Training. They also have the following Bad Traits: Adversary (Major) – Time Lords, Distinctive and Obligation (Major) – Faction Paradox. Little Siblings are also provided with their Faction Paradox Armour, a Major Gadget [Traits: Armour (Minor: 5 points), Fear Factor 1. Story Points: 2.]

Faction Paradox Little Sibling costs 1 Character Point.

FACTION PARADOX COUSIN [Special Good Trait]

A character with this Trait is a member of Faction Paradox with the rank of Cousin. This is the most common rank within Faction Paradox and is given to all recruits who pass their initiation.

Faction Paradox Cousins gain all the benefits and penalties of the Little Sibling Trait (above). They also gain their choice of Biodata Control or Faction Paradox Ritualist (see below), plus Brave, Psychic, Sombras Que Corta (Minor; see below) and Vortex. They must also take Eccentric (Major), or Eccentric (Minor) and a Phobia.

Faction Paradox Cousin costs 4 Character Points.

FACTION PARADOX PARENT [Special Good Trait]

A character with this Trait is a member of Faction Paradox with the rank of Father or Mother. Later iterations of Faction Paradox include Uncles and Aunts within this rank. The Parents are those who actually rule Faction Paradox, as they are the members of the Parliament of the Eleven-Day Empire that governs the Faction.

Faction Paradox Parents gain all the benefits and penalties of the Cousin Trait (above), except that Psychic Training is replaced with Indomitable and Sombras Que Corta is increased to the Major level. They also gain their choice of either Biodata Control or Faction Paradox Ritualist (see below).

Faction Paradox Parent costs 8 Character Points.

FACTION PARADOX GODPARENT [Special Good Trait]

A character with this Trait is a member of Faction Paradox with the rank of Godmother or Godfather. This rank is given to the heads of the Faction's various departments (such as the military wing or the bio-research wing).

Faction Paradox Godparents gain all the benefits and penalties of the Parent Trait (above), except that Sombras Que Corta is increased to the Special level. They also gain No History (see below).

Faction Paradox Godparent costs 8 Character Points plus 4 Story Points.

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OTHER FACTION PARADOX TRAITS:

In addition to the above Faction Paradox ranks, members of Faction Paradox can purchase Traits which have membership of Faction Paradox as a pre-requisite:

BIODATA CONTROL [Major Good Trait; Pre-requisite – Faction Paradox Cousin, Parent or Godparent, or Faction Ally]

Similar to the Major Hypnosis Trait, Biodata Control allows a Faction Paradox member to place anyone for whom they have even a small sample of biodata (such as blood) into a susceptible state and control their actions.

FACTION PARADOX RITUALIST [Major Good Trait; Pre-requisite – Faction Paradox Cousin, Parent or Godparent, or Faction Ally]

A Faction Paradox member can use this Trait to perform rituals to control Faction Paradox technology, travel through time, bond weapons to shadows and perform other feats. Depending on the desired results, many rituals will take time and preparation, and the GM may require the expenditure of Story Points.

NO HISTORY [Major Good Trait; Pre-requisite – Faction Paradox Godparent]

Godparents undergo a ritual in which they travel through time and kill their ancestors, essentially rendering themselves living examples of the Grandfather Paradox. They have removed themselves from time entirely, giving themselves an immunity to age or time-based weaponry and gaining Immortal (Major).

NO SHADOW [Minor Bad Trait; Pre-requisite – Faction Paradox Cousin, Parent or Godparent]

Over time, time travel can erode a Faction member's shadow until it vanishes completely. This is a distinguishing mark that can identify an agent of the Faction. An Awareness check is needed for another character to notice the lack of a shadow. The reaction to this can range from confusion to fear. Some primitive societies may view the person with no shadow as a demon. This will provide a -4 to all social interactions once noticed, unless the person or being is used to dealing with Faction Paradox.

Note: Cannot be taken with Sombras Que Corta.

SOMBRAS QUE CORTA [Minor/Major/Special Good Trait; Pre-requisite – Faction Paradox Cousin, Parent or Godparent]

Sombras Que Corta – the Shadows That Cut – are the signature weapon of Faction Paradox. When a Cousin is initiated, they undergo a ritual which bonds a weapon to their shadow. The weapon cannot be lost except in circumstances where shadows cannot exist (for example, in absolute light or absolute darkness). The shadow moves independently of the owner, and uses Resolve rather than Strength as the determining Attribute for damage. Because it is a shadow, it can exploit the smallest chinks in the armour of a victim, and so ignores any normal damage reduction from Armour. Forcefields and natural armours still protect.

Sombras Que Corta is available at Minor, Major and Special levels. Faction members who gained Sombras Que Corta as part of the benefits of their rank can purchase a higher level but must pay the full cost of that level. At the Minor level: the shadow weapon is a hand-to-hand weapon such as a sword, spear, knife or axe. It delivers Resolve +2 damage and ignores Armour as noted above. At the Major level, the shadow weapon is either a hand-to-hand weapon that delivers Resolve +4 damage or a ranged weapon that delivers Resolve +2 damage. In either case, it ignores Armour as noted above. A ranged shadow weapon will never run out of ammunition.

At the Special level, the shadow weapon is an unusual or even unique weapon. It may do formidable damage or have Traits of its own, being a Gadget in its own right. In some cases, the Sombras Que Corta at Special level may not even be a weapon, but some other device or artefact whose shadow has been bonded to a character. As with the other levels of this Trait, the shadow weapon ignores Armour as noted above and it will never run out of ammunition. The cost of the Special level of Sombras Que Corta is normally 4 points, but the GM may increase this for particularly powerful shadow weapons (generally equal to the cost of building the weapon or gadget). If Sombras Que Corta has been gained as part of the Faction Paradox Godfather Trait and the character has a shadow weapon with a cost greater than 4 points, the cost of the Godfather Trait is increased accordingly. The Special level of Sombras Que Corta can only be taken with the GM's permission, and the design of the shadow weapon's abilities must be agreed with the GM.

Note: Cannot be taken with No Shadow. Faction Paradox members who have gained Sombras Que Corta from their rank will lose it if they acquire No Shadow.

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FAIR FOLK (*The Shadows of Avalon*)

When the Celtic king Constantine of the Catuvellauni tribe dreamed the realm of Avalon into existence using technology provided by the Time Lords, a number of Silurians were caught up in it. In Avalon (see L7), where Constantine's dreams make magic real, they became the Fair Folk, sometimes called the Faerie Folk, and established their kingdom in the north of the realm. Somehow, Constantine's dreaming has given them a history in Avalon, an origin far back in time before this realm existed. Arwen and Brona, King and Queen of the Faeries, rule their people from the Unseelie Court.

The Fair Folk are no longer quite like the Silurians of the Earth they left behind. The magic of Avalon has changed them so that they are more like Constantine's superstitions of the Faeries. The Fair Folk change depending on which part of your eye you use to look at them. Viewed straight on, using the everyday cones and rods of the retinas, they are handsome, gleaming humans with perfect brows and still, unmoving faces, their billowing red hair surrounded by a floating cloud of tiny faeries. From another angle, they are utterly naked, and furred along the arms and calves. And from another, their real forms can be glimpsed, with hard reptilian skin, set carapaces, circular mouths and a third eye above the standard two. They speak with hooting, singsong voices. In scientific terms, the Fair Folk are quantum creatures, constantly reinventing themselves unconsciously, visualising themselves into existence using random Higgs fields at the vacuum level of quantum particle decay.

There is friction between the Fair Folk and the Catuvellauni. The humans accuse the Faeries of raiding their villages in the north and of stealing children to be their changelings. There is trade, some exchange of ideas and visitors come and go. But there has never been trust between the two races, and all transactions are carried out carefully. Each fears that the other will expand into their territory.

Silurian technology has been changed beyond recognition by the addition of magic. The Fair Folk war-mages still experiment with science to provide advanced weaponry which fires balls of flame or illuminated darts, and magical shields can be generated by their life energy. The Fair Folk are stronger than the Celts, but they seek to avoid war if possible, as they know it would harm Avalon for both races. If the humans go to war, the Faeries will respond, preferably by guile and cunning; but if that fails, by terrible force.

Both Celts and Faeries use dragons as steeds and beasts of burden. They were originally created by the Fair Folk using their magic, but they live as real creatures. The dragons come in various types and sizes, but all can fly on reptilian wings, and many are able to breathe fire. The Fair Folk control them via a link between their third eye and a similar eye found on the back of each dragon's neck.

FAIR FOLK

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (5 points)
Environmental (Minor) – Extreme heat
Special – Third Eye (see *The Third Doctor Sourcebook* or *The Silurian Age*)
Weakness (Minor) – Penalty of -2 to all rolls in extreme cold conditions

Fair Folk war-mages have additional Traits, such as the following: Forcefield (Minor), Indomitable, Natural Weapon (Major: Fireball – 7(3/7/10) damage with a radius of 3 metres), Technically Adept

TECH LEVEL: 4

STORY POINTS: 3-5

AVALON DRAGON

Attributes: Strength 10, Coordination 3, Awareness 3
Skills: Athletics 3, Fighting 2, Marksman 3, Survival 3
Traits: Armour (8 points), Fear Factor 2, Flight (Major), Natural Weapon (Minor: Claws & Jaws – Strength +2 damage), Natural Weapon (Major: Fiery Breath – 2D6(1D6/2D6/3D6) damage; any dodge attempt must move away from the dragon), Size – Huge (Minor; some have the Major level, with a +2 adjustment to Strength)

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THE FALLEN GODS *(Fallen Gods)*

There are many ways for evolution to run up a blind alley. Imagine tiny creatures that live at the very bottom of the sea. No sunlight, endless gloom. The only source of warmth is a volcano that bleeds lava into the sea through cracks at its base. It's their only food and source of energy. They cannot evolve further in their hot, dark, heavy world, and so they evolve outwards, into creatures untrammelled by the bounds of mortal existence. Into beings that exist outside of time, able to enter or leave it as they please, in the same way as the fish evolved to leave the water, colonising a new environment.

By such evolution, the Fallen Gods of the Minoan Empire came from the deep sea at the foot of the volcano that rises on the royal island of Kaménai (see L64). By a couple of millennia BCE, most of these creatures have sailed out into the Vortex and there are only a handful left. These few remained because the humans amused them and worshipped them, calling them the Fallen Gods, the Titans of their myths: child-eating Cronus; Oceanus, the eldest; Hyperion; Iapetus; Astraeus, father of wind and stars; Phoebe; Crius; and others. In the stories, they were vanquished by their children, the Olympian gods, and imprisoned in Tartarus. Likewise, the creatures under the sea were trapped, bound into the crystalline rocks of the volcano, perhaps by a human or perhaps by one of their own kind.

The Fallen Gods are timeless things held within time. But with the proper rituals and chanting and dancing, perhaps accessing the mathematics of the higher dimensions, they can be allowed to reach out from their prison to do what their captors will them to. In the shrine that has been built on the edge of the volcano's crater on Kaménai, its far wall opening out onto a sheer drop above the magma pool, the walls are carpeted with gems that shine like stars in the red blackness. More crystals sparkle like moonlight, floating impossibly on the magma below. These are the eyes of the Fallen Gods, and the pressure of their presence can be felt in the air and in the mind. They whisper and laugh like a feather's touch inside the head.

King Rhadamanthys has been using the Gods, commanding them to do his bidding. They have prevented the volcano from erupting for hundreds of years, and they have provided the people with four harvests a year by stealing them from the future, a future in which the harvests will fail and there will be famine. Rhadamanthys has also had the Gods send their power against his enemies, destroying the threat of Athens with what seems to have been a plague, its victims ageing to death and crumbling to dust in an instant.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After centuries of servitude, the chains that bind the Fallen Gods in their crystalline prison are loosening. They have found a loophole in the mathematical equations and can send bursts of directed chronons out into the world of mortals. The nobles and priests

FALLEN GOD



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

SKILLS

Convince 3, Fighting 4, Knowledge 5

TRAITS

Alien
Fear Factor 2
Immortal (Special)
Immunity – Ignores weapons and most other mundane damage
Psychic
Special – Consume: If a Fallen God wins a Fighting contest against a foe, it can choose to consume that foe's timeline. Doing so erases the victim from time; the God can choose either to add the victim's Story Points to its own total, or to allocate the years devoured to the lifetimes of the mortals it serves.
Special – Master of Time: While still imprisoned, a Fallen God can rearrange and reorder time through will alone by spending Story Points. With the expenditure of 1 Story Point, it can generate chronon energy to create a demon bull. If freed, the God will have true mastery and be able to destroy old timelines and create new ones in their place.
Telepathy
Weakness (Major) – A Fallen God can be controlled and commanded by certain rituals
Weakness (Major) – Unless freed by the correct rituals, the Fallen Gods are trapped within the crystals found on the sea-bed and in the magma of the volcano on Kaménai and have limited influence on the material world

TECH LEVEL: 11

STORY POINTS: 12

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on Kaménai are safe, protected by the contours of the equations. But the King's subjects on the islands beyond are being visited by fire demons which, to their eyes, take the shape of divine bulls, soaring down from the clouds to devour entire lifetimes.

The face of each bull is huge, snorting plumes of volcanic ash and steam, the features sketched in burning orange against a smouldering red and black shape. The body is a mass of charred meat that tapers like the body of a leech, and the legs seems to stretch and fade down to points, to nothing. The bulls clamber through the sky, riding the temporal currents created by the presence of the Fallen Gods. They are powerful beasts and surprisingly fast, but stupid and slow to change direction. Anything striking them disintegrates in the bulls' black-red heat as though burned to ash by lava, and anything they touch is aged to destruction.

But the chronon energy that forms these beasts is finite. A bull can only exist for a handful of minutes, its colour changing to orange, then hot yellow, then white as its energy is consumed. Finally, it dissipates into a stinking cloud of sulphurous dust that is blown away on the wind.

Rhadamanthys does not yet know the source of the bulls' attacks, that they are evidence that the Fallen Gods are freeing themselves. Enraged by the constraints forced upon them by the Minoans, the Gods intend to force the King to unleash them on his enemies again. At which point, they will be free to turn on their former captors and destroy them.

For the moment though, they are held within the crystals of the magma. These are the eyes of the Gods, their window through which they reach into this world. The crystals are also a source of great power; individually, they could light the darkness indefinitely, or keep the kitchen fires burning forever. If only the Minoans realised this, they would be unbeatable even without the Gods. But if the crystals are smashed, buried, scattered across the islands to isolate them, the power of the Fallen Gods will fade and the bulls that they send will be gone.

THE FALLEN GODS AND THE CHRONOVORES

Are the Fallen Gods and the Chronovores one and the same? They certainly share a lot of the same characteristics. Both are entities with power over time but can be contained or controlled by crystals, and both are identified with the Titans of Ancient Greek mythology. In *The Time Monster*, much of the action was located in the Thera group of islands, and it ends with the destruction of Atlantis by Kronos. Could the version of Atlantis that Kronos destroys equate to Kaménai, brought to a violent end when its volcano erupts as the Fallen Gods finally escape?

The similarities are certainly compelling. However, according to other sources in the Expanded Universe, the Chronovores

DEMON BULL



AWARENESS	3	PRESENCE	N/A
COORDINATION	2	RESOLVE	N/A
INGENUITY	N/A	STRENGTH	8

SKILLS

Athletics 1, Fighting 4

TRAITS

Alien

Alien Appearance

Fast (Minor)

Fear Factor 2

Flight (Major)

Forcefield (Minor)

Natural Weapon (Special) – Accelerated Ageing:

Anything touching the bull (or which it strikes) takes L(4/L/L) damage which cannot be reduced by Traits such as Armour or Tough; only those impervious to ageing are immune.

Tough

Weakness (Major) – Each time the bull has to roll the dice in a contest or in combat, it loses 1 point from one of its Attributes. Once all Attributes reach zero, the bull dissipates.

TECH LEVEL: N/A

STORY POINTS: 1-2

are ancient creatures from well before the founding of human civilisation, possibly being the children of the Guardians. But the origin of the Fallen Gods outlined in this entry is largely drawn from speculation by the Doctor, who was suffering from amnesia at the time so he may not remember the Chronovores. Given their unique relationship with time, it's entirely possible that the Fallen Gods are a group of Chronovores, Kronos among them, which became trapped in the crystals of the magma.

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FALSH INDUSTRIES *(To the Slaughter)*

Falsh Industries is one of the major Earth corporations of the early 24th Century. Under the management of its Select Executive and headed by its founder, Robart Falsh, it has a broad portfolio of activities. From catering to electronics, and civil engineering to experimental technologies, Falsh and its subsidiaries have diversified widely.

Robart Falsh is an attractive man, his normally impassive face lined with experience rather than age. He has dark skin, only a shade lighter than his impeccable black suits, and honey-coloured eyes. For such a devious man, he has a straightforward reputation: what he wants, he takes! Falsh exudes confidence, power and wealth.

By the 24th Century, the Solar System has been pretty much mined out. Earth is washed up and what remains has been left to the Third World; Venus's atmosphere boiled away thanks to a botched attempt at terraforming; and Mercury fell into the Sun after its orbit was compromised by an attempt to make it less elliptical. Granted, Falsh has designed and constructed a new Mercury, but still.

Falsh is keen to make the Solar System attractive to big business again. Indeed Falsh Industries has developed orbital conference facilities called FILOC-Ps (Falsh Industries Luxury Orbiting Conference Podules). At first glance, they look like silver cotton reels surrounded by layers of vacuum-cleaner hose. But Falsh Industries has sumptuously decorated the interiors, including the use of its revolutionary new paint, Halcytone. They intend to make their money back by renting them out to other corporations.

Robart Falsh's plans for the Solar System includes sponsoring the Unclutter Project under celebrity decoratiste Aristotle Halcyon. Using Feng Shui, Halcyon is removing all the unnecessary objects, starting with the Oort Cloud and the Asteroid Belt, and moving on to the smaller moons of Uranus, Neptune and Jupiter. Unfortunately, Carme, one of the "Ancient Twelve" moons of Jupiter which were the first to be discovered and are supposed to be preserved, was accidentally demolished. It's highly embarrassing for both Aristotle Halcyon (see A27) and Falsh Industries, with the latter standing to lose contracts and advertising revenue, as well as credibility and goodwill.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The demolition of Carme was a deliberate act by Robart Falsh. Falsh Industries had a secret scientific research institute there, where illegal weapons research was being carried out by Arnauld Klimt (see V5). Falsh had the fish-like Icthal as investors contributing billions of dollars to the project. However, after four years, all Klimt had produced was a new species of slug that could survive in the vacuum of space and the new paint product, Halcytone (see G11).

ROBART FALSH

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

SKILLS

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

TRAITS

Attractive
Authority (Major)
Dark Secret (Major) – Illegal weapons research
Friends (Major) – Falsh Industries
Ruthless
Selfish
Voice of Authority
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 8

In order to hide this failure from the Icthal (and the research from the authorities), Robart Falsh arranged for Carme to be "accidentally" destroyed. What he doesn't know is that not only has Arnauld Klimt survived and is becoming increasingly psychotic, but that his slugs are a devastating weapon that Klimt intends to sell to the highest bidder. They influence the minds of living organisms, making them insanely aggressive.

Falsh is ruthless enough to do anything to keep his secrets secure and to make ever more money.

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FAR-FUTURE CYBERMEN *(The Flood)*

In at least one version of the far future, the survival of the Cybermen is threatened by their inability to cyber-convert non-human lifeforms. In this future, the human race is itself dying out. Those humans who remain are scattered across the cosmos, their genetic makeup diluted by interaction with alien races, making successful conversion all but impossible due to tissue rejection.

The Cybermen of this future have therefore come up with a radical plan to secure their own continued existence: they must travel back in time to convert humans from periods when no such compatibility problems exist. The Cybermen have finally succeeded in developing their own time travel capability, using a fragment of the Vortex itself to power their vessel. A time-capable Cyber-control ship has travelled back to the early 21st Century, where they intend to use technology known as the Neuro-Stream against the population of Earth. The Neuro-Stream will expose humanity to uncontrolled fear, hate and anger, after which they will beg the Cybermen to convert them in order to remove their emotions.

The far-future Cybermen are more graceful in appearance than any other versions so far seen, though they remain as emotionless as ever. They are very tall and inhumanly slim. Their design is elegantly clean with no external chest unit or piping, but retaining the blank face-plate and the trademark “handles” on either side of the head. The Cyber-Leader is of similar design, but with black helmet and shoulders to distinguish it from the standard Cybermen. The Cyber-Controller is taller, well over eight feet in height, and has an elongated, domed head lacking the side “handles”. It also has a black helmet, chest and shoulders.

According to the Doctor, these are the most advanced models of Cybermen he has encountered. They are able to see into the infrared and ultraviolet ends of the spectrum. They have head-mounted energy weapons and are fitted with light refraction shields to allow them to become invisible. They can administer neuro-static sedation by touch and can even perform mental conversion of humans in the field by using surgical implements extruded from their fingertips. Any humans subjected to this process remain physically human, but are under the complete control of the Cybermen. These future Cybermen use flying sleds, termed anti-grav gliders, for rapid transportation.

It is unclear whether these Cybermen hail from the same timeline as the future Cybermen the Sixth Doctor and Evelyn Smythe encountered on the planet Chronos (see *The Sixth Doctor Expanded Universe Sourcebook*). But if they do, they clearly come from a much more distant point in time.

CYBERMAN



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

SKILLS

Convince 2, Fighting 3, Knowledge 2, Marksman 2, Medicine 3 (AoE: Surgery), Science 4, Subterfuge 1, Technology 7, Transport 2

TRAITS

Alien Senses – Infrared and ultraviolet vision

Armour (10 points)

Cyborg

Environmental (Minor) – Able to survive in vacuum

Fear Factor 2

Hypnosis (Special) – These Cybermen can extend needles and surgical instruments from their fingertips to perform a partial conversion of subjects in the field. The subject must be restrained or unconscious, and the process only converts the brain, making them under the control of the Cybermen – there is no physical transformation. This process takes about 30 seconds.

Invisibility (Special Good)

Natural Weapon (Major) – Head-mounted particle-beam weapon: L(4/L/L) damage

Natural Weapon (Minor) – Neuro-static sedation: S(4/S/S) damage by touch

Networked (Minor)

Technically Adept

Vortex

TECH LEVEL: 8

STORY POINTS: 3-6

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CYBER-LEADER



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

SKILLS

Convince 3, Fighting 4, Knowledge 2, Marksman 2, Medicine 3 (AoE: Surgery), Science 5, Subterfuge 1, Technology 7, Transport 2

TRAITS

Alien Senses – Infrared and ultraviolet vision

Armour (10 points)

Cyborg

Environmental (Minor) – Able to survive in vacuum

Fear Factor 2

Hypnosis (Special) – The Cyber-Leader can extend needles and surgical instruments from its fingertips to perform a partial conversion of subjects in the field. The subject must be restrained or unconscious, and the process only converts the brain, making them under the control of the Cyber-Leader – there is no physical transformation. This process takes about 30 seconds.

Invisibility (Special Good)

Natural Weapon (Major) – Head-mounted particle-beam weapon: L(4/L/L) damage

Natural Weapon (Minor) – Neuro-static sedation: S(4/S/S) damage by touch

Networked (Minor)

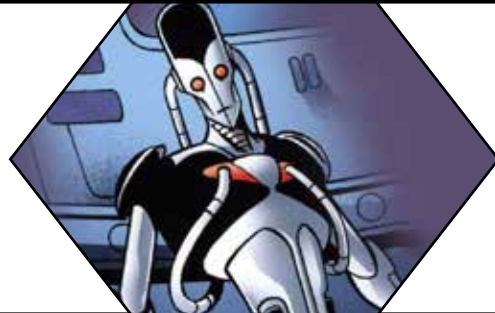
Technically Adept

Vortex

TECH LEVEL: 8

STORY POINTS: 5-8

CYBER-CONTROLLER



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

SKILLS

Convince 3, Fighting 5, Knowledge 2, Marksman 2, Medicine 4 (AoE: Surgery), Science 5, Subterfuge 2, Technology 7, Transport 2

TRAITS

Alien Senses – Infrared and ultraviolet vision

Armour (15 points)

Cyborg

Environmental (Minor) – Able to survive in vacuum

Fear Factor 3

Hypnosis (Special) – The Cyber-Controller can extend needles and surgical instruments from its fingertips to perform a partial conversion of subjects in the field. The subject must be restrained or unconscious, and the process only converts the brain, making them under the control of the Cyber-Controller – there is no physical transformation. This process takes about 30 seconds.

Invisibility (Special Good)

Natural Weapon (Major) – Head-mounted particle-beam weapon: L(4/L/L) damage

Natural Weapon (Minor) – Neuro-static sedation: S(4/S/S) damage by touch

Networked (Minor)

Technically Adept

Vortex

TECH LEVEL: 8

STORY POINTS: 8

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THE NEURO-STREAM

The Neuro-Stream is a form of nanotechnology developed by the far-future Cybermen, which increases the emotional responses in any organic lifeforms exposed to it. If uncontrolled, the subjects' emotions run wild, leading to unreasoning rage, panic and hysteria. With prolonged exposure, subjects are driven insane with fear. The Neuro-Stream particles are effective on contact and can be delivered to targeted individuals or by mass distribution through a suitable medium. On 21st-Century Earth, the Cybermen intended to introduce it to the general population by means of contaminated rain. Other possibilities include gas, drinking water or food.

NEURO-STREAM [Special Gadget]

Traits: Fear Factor 4 (Minor x4), Hypnotism (Minor: only affects emotions), Restriction – lack of control over which emotions are triggered

Cost: 4 points

ANTI-GRAV GLIDER

Armour: 0

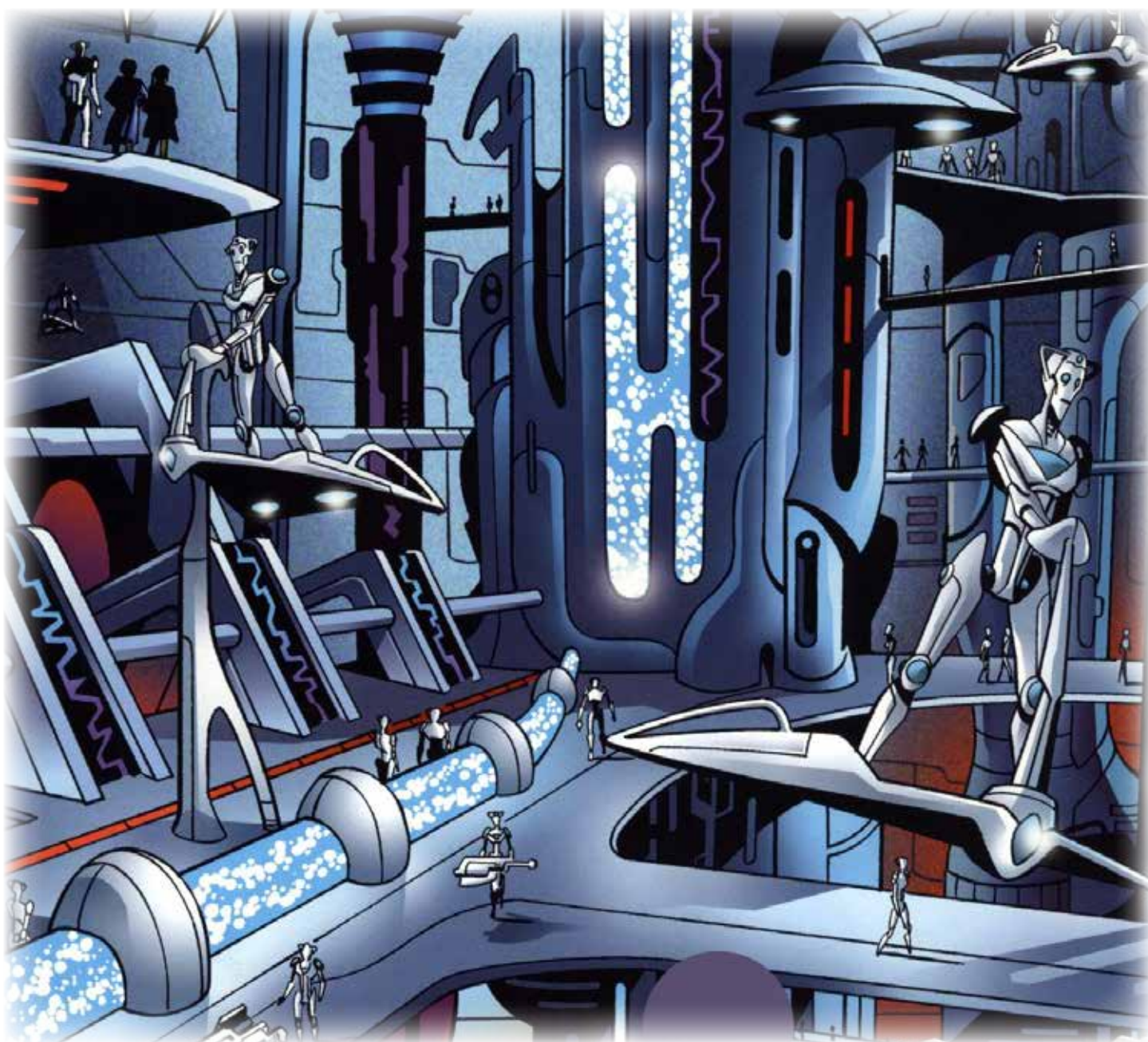
Hit Capacity: 10

Speed: 8

Traits: Flight (Major), Travel

Weapons: Front-mounted particle-beam weapon – L(4/L/L) damage, or 7(3/7/10) on a wide-beam setting covering a 20° arc of fire

Story Points: 4



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FEAR AND LOATHING (*Fear Itself*)

Thousands of years ago, the atmosphere of Jupiter was used as a testing ground for a pair of biological weapons, two viruses similar but opposed to each other. Or perhaps it was their final battlefield. Whichever was the case, their unknown creators left both weapons behind, still alive in the swirling storms of the gas giant. They were locked in a stalemate with each other, with neither able to eradicate its enemy.

Thousands of years later, in the 22nd Century, that stalemate has been broken by the construction of Farside Station (see L49), a military research station in orbit above Jupiter. The scientists aboard Farside detected the viruses in the atmosphere and took a sample of one of them to experiment with. They determined that anyone exposed to it was subjected to extreme fear and experienced the symptoms of post-traumatic stress disorder. The virus, which became known as Fear, plays havoc with the chemical transmitters in the brain, manipulating memories to generate fear.

The scientists have used their samples of Fear to create an artificial, distilled version, a black liquid stimulant called Nightmare, which is being used to enhance the experience of Earth Forces soldiers being trained in a computer simulation aboard Farside. However, Fear is sentient and has plans of its own.

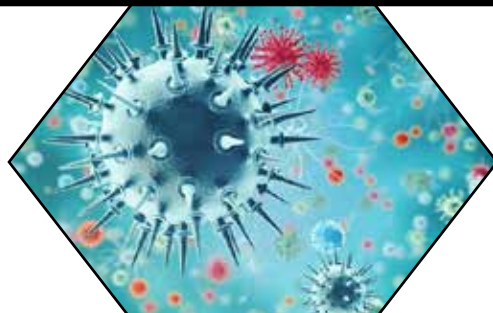
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Fear has been able to create a computer simulation of itself which has infected Farside's systems and is in contact with its biological counterpart in the Jovian atmosphere. Together they are working towards the final elimination of the opposing virus, which the Doctor dubs Loathing.

Fear can infect and take control of people. It has used Farside's computers to leapfrog evolution and create a new version of itself. It is a substance not quite a moss or a lichen, but most closely resembles a rust that has begun to coat the surfaces aboard the station. Any Loathing that comes into contact with it will be killed, and anyone infected by Loathing that touches it will suffer burns to their skin, taking 2(1/2/4) points of damage.

Fear has manipulated events to cause Farside's apparent destruction by lowering it within the atmosphere to isolate it from any rescue. The station is Fear's bomb. When Farside's rust contamination is complete, it will use the station's internal energy barriers to detonate it, and Jupiter's weather patterns will deliver the yield of rust throughout the atmosphere, decimating Loathing.

To try to counter Fear's plan, Loathing has also managed to infect some of the personnel aboard Farside. With the station cut off from outside help, the two viruses have engineered a conflict between its two factions. Loathing is using the station's ReGene unit, normally used to repair injuries, to transform its faction into monsters almost seven feet tall with hard carapaces, double-jointed limbs and bullet-shaped heads with parallel rows of round

FEAR AND LOATHING

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	N/A

SKILLS

Convince 4, Technology 2

TRAITS

Adversary (Major) – Each other

Alien

Environmental (Minor) – Able to survive in deep space and in Jupiter's atmosphere, and is probably designed to be resilient to many other environments

Fear 4 – Once infection succeeds

Immaterial

Infection

Invisible – Except under a microscope

Possess – Automatic once Infection succeeds

Replication

Size – Tiny (Special): Microscopic

TECH LEVEL: 6

STORY POINTS: 6-8

black eyes and two separate jaws on either side.

The plans of Fear and Loathing are on a knife's edge. Being viruses, neither has a substantive physical presence; they can only control people and use what is around them. Between them, the lives of two hundred people aboard Farside hang in the balance.

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THE FORGOTTEN *(Dead Time)*

There are many shameful secrets in the Dark Scrolls of Gallifrey's history. The existence of the Forgotten is one of these. The Forgotten is the name that they've given themselves, but it's very apt.

Millions of years ago, when the amplified neuron network of Gallifrey was being created, when the minds of dead Time Lords were converted into so many neural complexes arranged in a matrix pattern to form the repository of all knowledge, a group of Time Lords worked on the neuro-mechanics of the Matrix, learning all sorts of secrets. Each micro-second of experienced life is stored in a Time Lord's mind, which explains why the APC network is so terribly efficient at pondering Time Lord imponderables. This group reasoned that through exploiting an individual's reserves of Artron energy, it should be theoretically possible to travel through a Time Lord's actual physical past.

In their arrogance, their boredom, their irresponsible quest for thrills, these Time Lords underwent a temporary conversion into aggressive electrochemical impulses, and got into some poor soul's head. They journeyed back, through the hundreds of years he'd lived, and then upstream back to their present, and on their little jaunt they learned another secret. The means with which to interact with the victim's own history, gaining physical access to his past. Time travel through an individual's time line, stopping off at any point in the victim's past when they're in close with another, older host, by bridging the synaptic gap.

It was a game to them and a proof of their own genius. If their experiments had proved successful, biological TARDISEs could be grown from Time Lord cells. But there was a side effect they couldn't have foretold. They perfected the move from carrier to carrier, but, on exiting the body, the life of the initial host simply unwound. At the point of entry, the meddler's effect had unpicked a stitch in the physical pattern of their host, left a thread dangling. When they left the body they tugged on that thread and the host's entire life unravelled. An innocent life being made to die a trillion times over through every point in its history. The records of Time being rewritten with each passing second as that person's life was truncated, cut off at the point where the electrochemical surfers left the host body and started again on someone new.


So they were trapped in a subjective past, moving from host to host, killing indiscriminately. They ended up inside a Time Lord charting a remote sector of space-time. But they became trapped when he suffered a seizure, becoming brain-damaged and comatose. They went mad, stuck in his deteriorating mind inside a dying TARDIS drifting in deep space and deep time where nobody else ever ventures. But if another TARDIS were, by a trillions to one chance, to accidentally materialise within its darkened and labyrinthine interior, the presence of a Time Lord mind would be enough to reignite a scintilla of life within the ancient systems...

and attract the attention of the Forgotten, floating formless through its corridors as a sparkling golden mist, eagerly waiting for a new Time Lord host.

Campaign idea: The Forgotten Remembers

What if your PC Time Lord was a former member of the Forgotten, seeking redemption for their theft of another Time Lord's body? And what if that second Time Lord was one of the famous ones – Romana, Drax, the Rani, even the Doctor – not quite acting like themselves? And what if the other players didn't know?

FORGOTTEN



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	N/A

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

TRAITS
Alien
Alien Appearance
Eccentric (Major) – Insane
Feel the Turn of the Universe
Flight (Minor)
Immaterial
Possess
Psychic
Vortex – The Forgotten can move along the time-stream of any Time Lord it possesses to achieve a form of limited time travel, but killing its host when it leaves for a new body

TECH LEVEL: 11

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GAIJIN (*The Road to Hell*)

The Gaijin have no true name, for their species doesn't require such things. They seem to accept whatever names others choose to give them, hence a trio taking the name of "Gaijin" ("foreigner" in Japanese) after landing in 17th-Century Japan. With their bug-like carapaces, exposed brains over long beards and tendency to float above the ground, 'foreigner' is as apt a name as any.

The Gaijin are a race of scientists and academics, being complete geniuses in terms of technology to the point of being able to fly and teleport. They appear to have mastered all forms of scientific knowledge (including arcane and obscure psychic powers), and have now become self-proclaimed followers of the abstract, seeking understanding of conceptual ideas such as 'passion' and 'honour'. They have no issue with interfering with other cultures to gain this understanding, thinking themselves only as observers after their experiments have begun.

The Gaijin have apparently been doing this for millennia, though most concepts still elude their understanding, not realising that such things can only be learned through experiencing them first hand. They don't see their interfering as any different to the Doctor's own method of doing so. They don't believe in the

SCULPTING NANO-DRONES

A testament to Gaijin mastery of science is their Nano-drones, controlled via a floating chair referred to as the Nano-Sculptor. The Nano-drones themselves are a gigantic swarm of countless flying, buzzing machines that look like one gigantically shifting mass. On their own, they can be used to heal someone continuously, providing an artificial but functional immortality. In gameplay terms, the affected character gains Fast Healing (Special), Immortal (Special) and Immunity (impervious to physical harm which does not utterly destroy their body). See for an example of a character who is in this state.

The Nano-Sculptor chair can be used by anyone with even the slightest spark of psychic power, enhancing their natural gift. When sitting in the Nano-Sculptor, all one needs to do is hold a strong mental image and a desire, which the Sculptor then organises the Nano-genes into. It seemingly has no limits; the constructed figures have a rudimentary intelligence and whatever abilities the image should have. In more poetic terms, it turns dreams into flesh. If the controller is consumed by an emotion such as rage, then the nanomachines become an extension of that emotion.

For example, the 17th-Century feudal Lady Asami made the Nano-drones turn into demons or fire breathing dragons, using her culture's folklore as inspiration. Later she would read the mind of geek Izzy Siniclar (see A12) and created constructs based on Izzy's memories of Power Rangers, Gundam and anime. When she became blindly enraged, the Nano-drones combined into a gigantic Kaiju reminiscent of Godzilla.

GAIJIN

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

SKILLS

Athletics 1, Convince 3, Craft 4, Knowledge 8, Medicine 8, Science 8, Subterfuge 3, Survival 2, Technology 8, Transport 4

TRAITS

Alien
Alien Appearance
Bio-Chemical Genius
By the Book – Their studying process
Fast Healing (Special)
Insatiable Curiosity
Logical (Major)
Mental Calculator
Photographic Memory
Psychic
Psychic Shield
Reverse the Polarity of the Neutron Flow
Stubborn
Tech Sensitive (Major)
Technically Adept
Telekinesis
Telepathy
Uncreative (Major)
Well Mannered

TECH LEVEL: 9

STORY POINTS: 8

concept of the web of time, not caring how their inference turns out.

The trio met by the Doctor were ultimately able to understand that emotional concepts can only be understood by feeling them, learning of honour by sacrificing themselves for the sake of saving human lives from their own careless experiment.

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GASTAN (*Fitz's Story*)

When the Doctor returned to the planet Entusso (see *L45*) to investigate Alien Defence Incorporated, one of the people he initially failed to pay much attention to was a cleaner by the name of Gastan. It's not really surprising, as Gastan tends to go unobtrusively about his work, mopping the floors and cleaning the offices. He has a routine and usually sticks to it. Gastan isn't very bright and speaks slowly with his limited vocabulary, but he's eager to please.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Gastan would seem to be unimportant, he's actually an alien spy, here to undermine Alien Defence Incorporated in advance of a full-scale invasion by his people, the deadly Scarpoks from Scaracka Prime. Gastan's mission is to infiltrate ADI and destroy the organisation from the inside. He'll take great pleasure in killing its officers and any visiting time-travelling allies, leaving Entusso helpless as the Scarpok warships gather in the skies above. Gastan is equipped with weapons capable of reducing organic lifeforms to a chemical slime.

Although Gastan is more intelligent than he behaves while under cover, he's still not terribly bright. However, he's very strong and has a huge advantage in that Scarpoks are excellent shapeshifters. Gastan has used this ability to appear to be a normal, if rather dim, native of Entusso. When he changes back into his natural form, the transformation accompanied by the grotesque sound of bones snapping and skin stretching, he is revealed to be a formidable creature with a protective shell resistant to most hand-held weapons. Guns won't even leave a scratch! He's a little more vulnerable to electricity, but unless it's a huge charge, even that won't slow him down for long.

However, a Scarpok is allergic to certain chemicals, which can weaken their shells. Carbolics such as phenol can soften a Scarpok's shell, making it crumble and leaving it easier to attack the softer parts beneath. Alcohol can have a similar effect if sufficiently concentrated. Gastan's disguise as a cleaner could therefore backfire on him, as his trolley of equipment includes disinfectants and detergents which could be used against him. No wonder he isn't a very good cleaner!

Despite their formidable physical appearance, Scarpoks tend to be stealthy invaders, not ones for full-on combat. If Gastan can be defeated, the Scarpoks are likely to scuttle off with their tails between their legs.

Adventure Seed: Invasion of the Scarpoks!

The Scarpoks' reputation has taken a bit of a bashing recently, but they have a plan to improve this. For their next invasion, they will disguise themselves as one of the more capable of the belligerent races and hope to get the target of their attack to surrender without having to resort to too much violence. The Sontarans perhaps, or the Ice Warriors. If they can boost their natural shapeshifting ability, perhaps even the Daleks or the

GASTAN

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (8 points)
Fear Factor 1
Shapeshift (Special)
Weakness (Minor) – Electricity ignores the first 5 points of Gastan's Armour
Weakness (Minor) – Gastan's Armour can be weakened by certain chemicals, which reduce its protection by 4(2/4/6) points per attack

EQUIPMENT

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

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

Cybermen! But what if the subjects of their mimicry learn of this ploy and don't like the sound of the Scarpoks using them like this? Then the unfortunate planet the Scarpoks have targeted could find a second, much more capable invasion fleet following swiftly behind the first!

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GENERAL ARMSTRONG CUSTER (*Bad Blood*)

George Armstrong Custer (born 1839) was a cavalry officer in the United States Army, known for his participation in the American Civil War and the “American Indian Wars” fought against the Native Americans. Modern perspectives regard him as a cruel villain, glory hound, blunderer, or some combination of the three.

Custer joined the military as a cadet in 1857. The outbreak of the American Civil War shortened his planned five-year course to four years. Custer notably graduated last in his class and managed to amass 726 demerits across his education, possibly the worst conduct record in the Academy’s history. This would have left him with a deliberately bad posting and dead-end career, but the Union Army’s desperate need for junior officers benefitted him. He was quickly commissioned as a second lieutenant and participated in the First Battle of Bull Run, the War’s first major conflict.

Custer participated in many battles and campaigns across the Civil War, including the Siege of Yorktown and Battle of Antietam (see *The Sixth Doctor Addendum*). Early in his career, he impressed his superiors with reckless displays of courage. One notable example was Custer rashly riding his horse into a river just to show his commander how deep it was. Around this point, Custer formed a lifelong craving for publicity and attention, receiving a good amount of both when becoming one of the youngest generals in the Union Army at the age of twenty-three. He was noted for wearing a gaudy uniform, immediately distinguishing him from all others on the battlefield. Allies and enemies alike considered him a vain dandy.

One of Custer’s most famed manoeuvres was his aggressive charging during the Battle of Gettysburg, resulting in a Union victory but the death of over two hundred men in his brigade, more than any other officer in the battle. In the years after the War, Custer wrote many magazine articles about himself.

In 1866, Custer was appointed lieutenant colonel of the 7th-Cavalry Regiment, after which he launched many attacks on Native American tribes. The sheer scale of atrocities committed by Custer’s forces eventually became what he was best known for. Around this time, he crossed paths with two time travellers, the Doctor and Jodafrä (see V76), the latter offering him futuristic laser weaponry with which to easily wipe out the enemy and conquer America, maybe even the whole world. Despite Custer’s cruelty and recklessness, this plan made him uneasy, especially when it turned out that Jodafrä’s scheme involved sacrificing native children to an ancient spirit known as the Windigo (see V156).

A year later, Custer died in the Battle of Little Big Horn. His regiment planned to slaughter the Native Americans gathered under Sitting Bull’s (see A80) safety at Little Big Horn River. Ignorant that their enemies outnumbered them by thousands, Custer’s forces were

thoroughly decimated. Ironically enough for such an attention seeker, it was unlikely that whoever struck the killing blow even knew that Custer himself was on the battlefield that day.

GENERAL CUSTER

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

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 3, Fighting 3 (AoE: Swordplay), Knowledge 3 (AoE: Military Tactics), Marksman 2, Subterfuge 1, Survival 2

TRAITS

Adversary (Major) – Native Americans
Arrogant
Brave
Eccentric (Major) – Glory Hound
Fame (Major)
Indomitable
Impulsive
Military Rank (Major, later Special)
Prejudice (Major) – Native Americans
Quick Reflexes
Single-Minded (Minor)
Voice of Authority

EQUIPMENT

Revolver: 5(2/5/7) damage
Sabre: Strength +2 Damage

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

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GOOD TIMES INC. *(The Last Resort)*

When Jack Kowaczski (see A61) invented a time machine in his parents' garage in Ohio in 2003 and disappeared into the past, he was presumed dead. His father Aaron used Jack's blueprints to build another time machine and founded Good Times Incorporated to make sure time travel was regulated and made safe. Good Times Inc is a tour company that specialises in time travel. It has built resorts in many of the keys times and places throughout Earth history and designed them along the lines that Aaron's 21st Century customers expect. This business model has made him very rich indeed.

The problem is not so much that the Good Times hotels all have that bland, turn-of-the-century look with bland rooms containing bland furniture made from shiny white plastic. They do, and every one of them could be in London 2003, or New York 2003, or Singapore 2003. It's the fact that the business of time travel has changed history and continues to change it with every trip into the past, with history readjusting itself to fit the existence of time-travelling visitors into it. In the American West and Pharaonic Egypt resorts, for example, Native Americans and ancient Egyptians provide the recreational services their clients are paying for.

Good Times' destinations, from Nero's Rome to Mandarin China to the American West in the mid-19th Century, have all been redesigned, commercialised and repackaged as holiday resorts. If there was ever any glamour attached to this sort of time travel, it disappeared long ago. Good Times' time travel machines are bare silver cylinders without windows, and the "timeports" look just like airports, complete with delayed flights, echoing announcements, and bored and screaming children. Good Times is quite definite about the holiday experience it offers: whatever the destination, the experience has to be exactly the same. The almost infinite variety of human histories has been packaged like varieties of breakfast cereal, different enough to cater to different tastes, but all manufactured with the same bland style.

The main problem with Good Times' business though is the fact that the company execs believe that when they travel back in time, they create alternative realities and therefore do not affect their own timeline. The discontinuities only happen to other people. In fact, they're completely wrong about this, but as history alters around them, they cannot perceive the changes that are happening to their subjective present. With every journey they make into the past, new realities are branching off, but unknown to them, their own supposedly "correct" reality is also changing.

Aaron Kowaczski looks much like his son, just bigger, broader and older, his face lined with anxiety and ambition. But his son's storybook attitude to the world is still there, the radiant innocence that pretends that things can just go on, if only you believe in what you're doing and put in enough work.

AARON KOWACZSKI

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

SKILLS

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

TRAITS

Positive Outlook
Single-Minded (Major)
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

While the Doctor tries to convince Aaron that his company is causing untold disruption to the whole of space-time, he is opposed by Aaron's advisor, Mr Day... who turns out to be none other than Sabbath (see V122), the man responsible for creating this nightmare of conflicting alternative timelines in the first place!



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GREYJAN THE SANE *(The Ancestor Cell)*

Four centuries ago, nobody had expected Greyjan the Sane to become President, not even Greyjan himself. It only happened after the other two candidates unexpectedly withdrew. Greyjan died after only three years in office, the shortest period for any Time Lord President (at least, until the Last Great Time War during certain periods of which events become chaotic and records fragmentary). It was rumoured that Greyjan took his own life, though no one was sure at the time. What is certain is that his scientific researches were declared outlawed and arcane.

Greyjan believed that all life in the universe descended from a single ancestor. That the physical and chemical systems that are common to every known organism were present in the very first cell that survived the hostility of its spawning ground. This earliest common ancestor should not be confused with the first living things. Those organisms, presumably having utterly alien genetic codes, had died out aeons before.

Greyjan also studied what he termed Paradox Theory and the order to be found in chaos. He concluded that the fabric of the universe itself on some level was in essence a commodity that could bend to accommodate time and its impossibilities. Combining Paradox Theory with his knowledge of the earliest lifeforms, Greyjan believed that the temporal pollution of the TARDIS trails through the Vortex and the fierce energies of the paradoxes the Time Lords have created have retroactively irradiated the primal cells, allowing them to grow into life so utterly alien that it is impossible to fathom.

Greyjan's researches foresaw the War in Heaven (see A54). He believed that the coming Enemy would be the remote descendants of the earliest lifeforms, paradoxically and unknowingly created by the Time Lords. He saw that they would be the most terrible things and he wanted no part of it. It should, however, be noted that Greyjan is not the most reliable of sources.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

To Faction Paradox (see V50), Greyjan is the Sage of Paradox, and a version of him was resurrected by the Faction during their assault on Gallifrey. This Greyjan was created from Time Lord biomass using a remembrance tank similar to those of the Remote (see V119). He is a heavily jowled man with dark thinning hair, greying at the temples. Greyjan has one lazy eye, which either gazes fixedly ahead or roves around seemingly of its own volition. Behind his languid mannerisms and blustering speech lies an edge of steel.

Greyjan's original presidency coincided with 1752, the year in which England moved from the Julian calendar to the Gregorian, allowing Faction Paradox to purchase the lost eleven days for their Shadow Parliament. This gives the Faction an amount of influence over Greyjan. They have also doctored Greyjan's biodata to make him easier to manage. He is in fact quite mad. But he is still President, and one who claims prior authority over

President Romana (see A78). Using Greyjan's presidential rights, Faction Paradox intend to take control of the Matrix and restructure the probability matrices to their own design. They will be able to overlay the Shadow Parliament directly over Gallifrey, unpicking every moment in Time Lord history.

GREYJAN THE SANE REBORN

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

SKILLS

Convince 3, Knowledge 5 (AoE; Paradox Theory, Secrets of the Time Lords), Science 4, Subterfuge 1, Technology 3, Transport 1

TRAITS

Distinctive
 Doctorate – Greyjan has a +3 bonus when using Paradox Theory
 Eccentric (Major)
 Feel the Turn of the Universe
 High Office (Special)
 Matrix Lord
 Time Lord
 Time Lord – Experienced x8
 Unattractive
 Voice of Authority – Greyjan has a +3 bonus because of his status
 Vortex
 Weakness (Minor) – Greyjan has a -2 penalty to resist instructions from Faction Paradox

TECH LEVEL: 10

STORY POINTS: 6

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GRIFFIN (*Unnatural History*)

There is so much more to Griffin than meets the eye. Quite literally. Although he comes from a three-dimensional universe, he's also at home in the higher dimensions, whether four, five, six or more. In our world, he's like a sphere visiting a world of circles. He looks like another circle, but he also sticks out above and below our sheet of paper.

The Time Lords have been aware of people like Griffin for some while. Rumours here and there. Dimensional disturbances. They've suspected that his kind have been traipsing about the cosmos, collecting things. That's what Griffin does. He's what might be termed an *unnaturalist*.

When he was young, Griffin's brother gave him a bestiary which was a revelation to him. He had spent most of his apprenticeship on survey expeditions with his brother, measuring and mapping. His spare time had been taken up with long, lonely rambles, exploring at random, admiring the little creatures he encountered for their beauty or their strangeness. The bestiary now showed him their common traits, their genetic origins and how they related to one another.

It wasn't long before he began to collect the creatures he encountered and to bring them home, carefully preserved and labelled. Now, he could tell them apart, classify them, learn their provenance, their past and future, understand precisely what each one was. Soon the commonplace beasts of the universe became passé to Griffin. He has focussed his attentions on the unusual, the rare and the mythical.

Now, Griffin has come to San Francisco in 2002, lured there by a temporal cicatrix (see G20), the energies from which have in turn attracted or trapped many exotic creatures here. Unicorns, a Kraken (see V85)... a Time Lord. Griffin hopes that his discoveries and acquisitions here will finally lead to membership of the Society, who have only part-funded this expedition. He wants to take the Doctor apart and put him back together again without his multiple, conflicting pasts. Just one past, one explanation.

From a human perspective, Griffin looks young, thin and pale, in need of a haircut and a decent meal. But this is an illusion as much of his shape is hidden in higher dimensions. He is remarkably strong for his apparent build, and his voice sounds much older than he looks. Griffin is able to see and pluck and change a person's biodata (see G17), to modify their past and their very nature. He has access to other-dimensional technology capable of harming or restraining somebody without any visible means.

In San Francisco, Griffin has acquired assistance from a group of Hennes (see X8) who have been stranded here. Hennes are manufactured lifeforms designed to serve. They are so nondescript that you forget what they look like as soon as you turn away. These Hennes are still in plastic mode without any optional extras activated to give them the skills needed for any specific task. But they have imprinted on Griffin like ducklings and are utterly loyal to him.

GRIFFIN

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

SKILLS

Convince 2, Fighting 1, Knowledge 3, Medicine 3, Science 4 (AoE: Biology), Subterfuge 2, Technology 3, Transport 1

TRAITS

Alien

Alien Senses – Can sense into many more dimensions than humans

By the Book

Natural Weapon (Major) – Dimensional Folding:

With a successful Coordination + Fighting attack, Griffin can inflict L(4/L/L) damage by folding an opponent through the higher dimensions. This damage is not reduced by Armour or Tough (or Forcefield, at the GM's discretion).

Obsession (Major) – Collecting specimens

Special – Biodata Manipulation: Griffin can spend Story Points to add and/or remove another character's Attributes, Skills or Traits, affecting up to 4 character points per 1 Story Point spent

Special – Accessing the Higher Dimensions: Griffin can achieve a variety of unusual results from his existence in the higher dimensions, each requiring the expenditure of 1 Story Point. For example, he could replicate the Telekinesis or Teleport Traits by moving through dimensions other than ours.

TECH LEVEL: 9

STORY POINTS: 8

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HITCHEMUS TIGERS

(The Year of Intelligent Tigers, The Caterpillar Room)

On the planet Hitchemus (see L55), there is a species of animal that is almost identical to the tigers of Earth. But these are not tigers at all. They're not even mammals: they lay eggs and have no nipples or milk ducts. Superficially, they are a four-limbed, tailed creature covered in orange and black fur. But the "fur" is actually soft, raised spines on hardened, flexible skin plates, three to a plate. The plates are something like scales, but not so effectively water-resistant. The tigers of Hitchemus are prone to losing moisture through their skin, so they drink prodigiously and love a good swim.

Other differences include that their paws are not pentadigital like felines. Instead, each paw combines two symmetrical tridigital plans, giving them two thumbs per paw and a remarkable dexterity. Their shoulder and hip joints are also like nothing seen in Earth vertebrates. At the molecular level, many of the proteins are similar to those found in Terran animals including humans. But the Hitchemus tigers' DNA uses an entirely different code to indicate the sequence of amino acids.

The first humans who came to Hitchemus hunted the tigers for sport. When the colonists arrived a few years later, their scientists took some for experimentation, and a few were shipped off to zoos, though it turns out they don't breed in captivity. The tigers were considered to be animals, and ones which aren't particularly dangerous to humans. They feed exclusively on flightless birds called runners and are otherwise non-aggressive. Most of them live far away from the humans in a tangle of wilds called the Bewilderness. But the colonists have got used to seeing tigers strolling around their town of Port Any and even allowing them into the shops and houses. The creatures lounge around and enjoy being petted. Only tourists new to Hitchemus react with alarm at their appearance.

A genetic study has shown that the tigers have a lot of mechanisms for shuffling their genes around. A lot of different genes disappear and show up again in later generations in regular cycles as part of their adaptability to Hitchemus's changeable climate. Among these is the gene determining intelligence, and each generation of tigers is smart and dumb by turns.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!


The colonists think the current generation is as smart as gorillas. But they're much smarter than that and are learning. Soon, they will be able to talk and will give themselves simple, descriptive names like Big, Bounce and Longbody.

The ancient ruins found on Hitchemus are not evidence of alien visitors, but were left by previous generations of smart tigers, going back millions of years. With the generational drop in intelligence, stable industry is beyond them. But in the past, they were able to develop technology, and they left recordings of their knowledge for later generations to learn quickly, hidden away

in subterranean storehouses along with controls for a weather control system periodically needed to bring Hitchemus's wayward climate back in line.

How can two intelligent species co-exist on a world they both believe is theirs?

HITCHEMUS TIGER



AWARENESS	5	PRESENCE	2/4*
COORDINATION	6	RESOLVE	4
INGENUITY	1/3*	STRENGTH	5

*Low intelligence tigers/high intelligence tigers

SKILLS
 Athletics 4, Fighting 2, Subterfuge 4, Survival 5;
 intelligent tigers have additional skills, including
 Convince 2, Craft 3 and Technology 2

TRAITS
 Alien
 Alien Appearance
 Dependency (Minor) – The tigers are prone to
 dehydration and must drink regularly or suffer a
 -2 penalty on all rolls
 Fast (Minor)
 Fear Factor 1
 Keen Senses (Major)
 Natural Weapon (Minor) – Claws & Jaws: Strength
 +2 damage
 Special – Variable Intelligence: The intelligence of
 Hitchemus tigers alternates between high and
 low in successive generations
 Tough

TECH LEVEL: 4 (only applicable to intelligent tigers)

STORY POINTS: 3-5

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE HOTH (*Beltempest*)

The handful of Hoth that now survive in the atmospheric oceans of the gas giants of the Bel system (see *L10*) were born during the first lifetime of its sun. They were ancient almost beyond recognition when the star that gave them life grew old and died and was, impossibly, reborn ten million years ago.

When their race was less than two million years old, the Hoth had colonised the outer gas giants of the Bel system. They had looked out to the waiting stars with eager eyes. But something changed. The Hoth looked inwards instead, perhaps frightened by the immensity of the distances they must travel to reach the stars they could see. Whatever the reason, they looked inwards towards the bright centre of interest that was themselves.

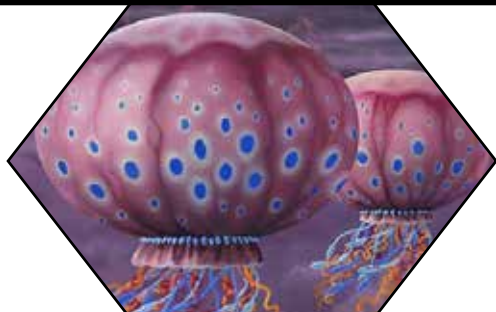
For a species as long-lived as the Hoth, the stars could wait. Millions of years passed. By the time the Bel sun showed signs of senility, the energy of their own youth was millennia dead and with it their drive to expand, at least physically. The Hoth continued to drift languidly within their cloud oceans.

The Hoth have experimented with various states of existence. They have tried peace, warfare; love, hatred. They tried single-body existence. They tried gestalt existence. Games of all descriptions intrigued them. Games were the province of Mind. They played Touch Me and Be Me and Isolation. They played with storms and moons and tiny bubble universes carved by the passage of a white hole through their solar system. The attainment of pure Mind had intrigued them for a billion years or so, but in the end had proved equally boring. The consensus seemed that nothing they experienced during their long, eventful lives seemed able to replace good old-fashioned sensation derived from sensory input to a physical body.

So the Hoth continued, experiencing their geologic lives in slow, ponderous ways, surprised, almost, to find they could be sated by the endless iteration of cloud which formed their dwelling places. Comfort and stimulation, both came easily, in the patterns of simple things. And so slowly, perhaps too slowly to measure, they began to die.

Their numbers endured a brief revival during the second lifetime of their sun, its impossible rejuvenation sparking a renewed interest in themselves. For a few years, the Hoth looked once again towards each other for stimulation. But this didn't last. Decay was inevitable and their numbers dwindled again over the long aeons that followed. Where once there were billions, now the Hoth number only five. Five individuals, their dirigible bodies as large as small continents, billowing and glowing with colour, each resident in the atmosphere of one of the five outer gas giants which can support their isolated lives. They are alone because they want to be. Alone because they are dying. To ones as old as these, death is all that remains to experience.

HOTH



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

*As creatures the size of continents, the Hoth automatically win any contests of Strength against smaller opponents.

SKILLS
Convince 2, Knowledge 7, Science 5

TRAITS
 Alien
 Alien Appearance
 Empathic
 Environmental (Minor) – Can survive in space and a wide variety of atmospheres
 Flight (Major) – Including interplanetary capability
 Immunity – Anything short of nuclear bombardment cannot harm a Hoth
 Precognition
 Psychic
 Size – Colossal (continent-sized)
 Telepathy

TECH LEVEL: N/A

STORY POINTS: 8-10

The humans of the Bel system are aware of the Hoth. But they know very little about them. The Hoth are not very communicative. They do not like strangers. They also experience memories backwards, remembering the future. So their frame of reference is far different to that of other races.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE I (*Seeing I*)

The I are a sentient insectoid species. They are nomadic and, although not militaristic, they are expansionist and seek to control other cultures in secret. They have a hive mind and little sense of individuality. The nature of the hive mind makes it difficult for them to reach agreement on anything long enough to develop their own original ideas. As a result, the I steal the technology of other species and seed planets with it where it will be discovered by a different species. They then return several years later to harvest whatever has been developed from it. They sometimes take covert control of planets in order to get the native population to develop technology on their behalf. Working in secret, the I subvert the societies of those they control, using mind manipulation technology to influence the populace into devoting themselves to furthering this end, and memory editing to keep their presence secret.


Individually, the I resemble a cross between cockroaches and centaurs about seven feet tall, with independently-moving compound eyes, six-fingered hands and jagged carapaces like broken blue-tinted glass. This glass-like material makes it difficult to discern the details of the I's form underneath. In human space, they work from the shadows of the planets they have taken over. The vast majority of humans on an I-controlled planet will never see one of the I, and even if they did, the I utilise perception filters to remain unseen and shimmers to pass as human.

One of the aims of the I is to transform its human subjects into other I, which is one of the many ways in which they reproduce. The I can introduce their own genetic material into the human populace, by means of contaminated food for example. Once all the humans have been infected and the planet has otherwise outlived its usefulness, the I can trigger the metamorphosis en masse.

To an outsider, a human society that is secretly controlled by the I would look a bit odd, but there would be nothing immediately obvious to reveal that it is in the thrall of an alien species. The populace would be superficially contented, though perhaps a bit too work-oriented, with society dominated by a single business organisation. The people would be educated from birth with mind manipulation and indoctrination, making them subservient and largely unquestioning. Although the society might at first glance appear to be free, it would actually be subtly repressive: questioning the status quo would be frowned upon, covert surveillance would monitor every aspect of life, and in many cases anything not expressly made legal would be classed as illegal.

The I's hive mind is their greatest strength, but also their greatest weakness. If their gestalt connection can be disrupted or destroyed, the shock will cause the hive mind to collapse and the individual I will revert to harmless, mindless drones. Even while connected to the gestalt, the I's behaviour is totally alien to human sensibilities, with their lack of understanding of individuality reflected in stilted speech and mannerisms.

I



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

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

TRAITS
Additional Limbs (legs)
Alien
Alien Appearance
Armour (5 points)
Climbing (Minor)
Fear Factor 1
Natural Weapon (Special) – Crystalline Shards:
The I can attempt to grasp another lifeform and inject shards of blue crystal from their carapace into them. These shards then move around the victim's internal structure, scanning it (see below). Although this doesn't cause pain, the sensation is so bizarre and disconcerting that it delivers S(S/S/S) damage.
Networked (Major)
Scan – Physiognomy and species
Weakness (Minor) – If the gestalt link between the I can be broken, each individual reverts to a mindless drone state with an Ingenuity of 1.

EQUIPMENT
Perception Filter [Traits: Invisible (Major Good). Story Points: 2.]
Shimmer [Traits: Shapeshift (Minor). Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 3-5

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE JAX (*Kursaal*)

A thousand years ago on the planet Saturnia Regna (see L65) in the Cronus system, a race of bipedal wolves called the Jax died out. They had inhabited a number of other planets in the system, but Saturnia Regna seems to have been the one they survived on last. With the arrival of humans on the planet and its planned development into a leisure world called Kursaal, archaeological finds have been made, including what appears to have been the ruins of a cathedral built by the Jax.

The development work is hampered by sabotage from a protest group trying to protect the planet's native species, and then by a number of murders, apparently by creatures resembling werewolves. It seems the Jax aren't quite as extinct as everyone believed.

A Jax is over two metres tall, but thin, almost skeletal. A broad skull points to intelligence and reasoning ability. It has coarse fur, triangular ears and deep-set eyes that emphasise its heavy brow and forehead. A ruff of fur around the neck becomes a long black stripe down the spine and continuing over a wiry tail covered in the same coarse fur. The legs are somewhat broader than you'd expect for a wolf, though they are typically canine in the position of the joints. The paws end in three broad toes, with a fourth which looks like an opposable thumb. The Jax are sentient and capable of using their paws as hands.

The limited research undertaken by the archaeologists on Saturnia Regna indicates that the Jax were worshipped by the other races in the Cronus system. The Jax brought them into the family of their race, or integrated them into their company, or absorbed them into their society. The exact meaning of the translations is unclear. Then, when the final race in the system was integrated, the Jax line ended. The cathedral is more like a memorial for the Jax and includes decorations telling their history.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The history of the Jax as understood by the archaeologists is incorrect. The Jax aren't the werewolf-like creatures. They are a virus that infected them. Well over a millennium ago, a humanoid people infected with the Jax virus came to Saturnia Regna. They built the cathedral, but they were killed by the native wolves. Being better predators, the wolves became the new carriers of the virus, and the Jax took their form. Eventually there were no more humanoid creatures left as their prey in this system. So the last of the Jax-infected wolves retreated to the cathedral, until the day when more humanoids would come along.

The Jax virus is still here, alive but in hibernation beneath the surface. With the arrival of new prey in the form of the humans, it is reviving. It can infect and reanimate the dead, but this only produces mindless Jax drones (see X8). Living humans who are infected

JAX WEREWOLF

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

SKILLS

Athletics 4, Fighting 3, Survival 4; mental skills (such as Knowledge) are as per the victim's skills

TRAITS

Alien Appearance

Fear Factor 2

Infection (Major) – The Jax infection is passed on to anyone bitten by a Jax who fails a contest of Resolve + Strength, but exposure to moonlight is required for the transformation to take place

Networked (Major)

Keen Senses (Minor) – Smell

Natural Weapon (Minor) – Fangs and Claws:

Strength +2 damage

Tough

TECH LEVEL: 6

STORY POINTS: 2-4

are transformed into the werewolf creatures when they are next exposed to moonlight. The change is permanent, but the victims retain their intelligence, becoming part of the Jax mind.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JEAN-PIERRE REX (*Revolution Man*)

Beginning in 1967, a new anarchist symbol mysteriously appears on landmarks across the globe. The “Big R”, a crude circle with a capital R inside it, is the symbol of the Revolution Man, the mysterious figurehead of anarchist causes worldwide. Over a period of a few months, it appears on the face of the Great Pyramid of Giza, in the snow of the ski slopes of St Anton in Austria, on the Lincoln Memorial in Washington DC, the stones of Stonehenge, the white cliffs of Dover, both towers of the Golden Gate Bridge in San Francisco, on the floor of St Peter’s Cathedral in the Vatican, and in Red Square in Moscow. The symbol is usually massive, sometimes up to two hundred feet across, and it seems to have been gouged into the landmarks with unimaginable force.

When the Doctor decides to investigate, Sam Jones (see A18) suggests contacting Jean-Pierre Rex to see if he can provide any information. Rex is a leading anarchist and the author of *The Anarchy of the Future* and *The Liberated Mind*. Although a French national, he is living in London, having deserted from the Algerian army after witnessing the atrocities they were committing. He regularly visits The Revolution café off Piccadilly Circus, where fellow anarchists and would-be revolutionaries congregate.

Jean-Pierre Rex is a compact man, though somehow bigger than first impressions imply. He has a square face framed by long hair, and wears round glasses. His gaze can be disturbingly intense, locking onto a target like field guns, or he can switch it off and exude a friendly bonhomie or flirtatious charm.

To Sam, who has read and admires his writing, Rex is the greatest anarchist thinker of his generation, his work encouraging thousands of young people who wouldn’t otherwise have thought to experiment with the concept of “no nation, no race, no flag”. He has influenced the lives of millions. But, as Sam found to her intense disappointment, Rex is still a man of his time, sexist and patronising to women. Since meeting him, she now considers that he sounds impractical and idealistic, somebody who any serious activists would steer clear of.

To the Doctor, Rex is an intellectual who can debate the nature of society, but also a dangerous one who talks of violence as a means to achieve his goals. He is not a Marxist who believes in the inevitability of progress, but an anarchist who believes that a state of constant revolution is required to free the mind from the instructions of history and the body from the institutions of the state.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although neither of them initially realised it, Jean-Pierre Rex is the Revolution Man. He is using the drug Om-Tsor (see G16) to give himself telekinetic powers to leave his symbol around the world. But after his actions resulted in the deaths of several innocent people in Rome, Rex stopped being the Revolution Man. However, Om-Tsor is addictive so he still uses the drug, obtaining it from contacts in

JEAN-PIERRE REX



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

SKILLS
 Athletics 1, Convince 5, Craft (Writing) 4, Fighting 3, Knowledge 4 (AoE: Politics), Marksman 3, Subterfuge 1, Technology 2, Transport 2

TRAITS
 Charming
 Dark Secret (Major) – Formerly the Revolution Man
 Dependency (Major) – Addiction to Om-Tsor; must take it every 12 hours or suffer a -4 penalty on all rolls

TECH LEVEL: 5

STORY POINTS: 6

the Total Liberation Brigade, but he only uses it to observe.

Rex is later murdered by Ed Hill (see V41), who has become the new Revolution Man and whose actions threaten to destroy the world.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JOANNA HARRIS (*Vampire Science*)

Before she became a vampire, Joanna Harris had been born in Canterbury, England on 9th September 1087, the same day that William the Conqueror died. After a few centuries of unlife, many vampires die of boredom or expose themselves to sunlight just because it's the most interesting thing they can think to do. Joanna thinks of it as the mid-death crisis, and she avoided it due to her strong drive to survive. But that was several hundred years ago. By 1997, she is seeking a way to free her kind from their need to drink human blood.

Now over nine centuries old, Joanna long ago stopped being concerned about her appearance. She is a nondescript woman with a mass of curly brownish hair, often pulled back into something approximating a ponytail to keep it free of her face. Her canine teeth are sharp but very subtle and unshowy, only slightly more pointed than normal. Joanne has had many careers over her long life. During the 20th Century, she taught herself rudimentary biology and genetics, learning enough to gain employment at an inner city hospital in San Francisco. She has been using the facilities to research the development of a synthetic substitute for human blood.

Joanna is the oldest of the vampires in the San Francisco coven, acting as their de facto leader. They are based in the Orpheum Theatre at Ellis and Fillmore. There are a number of rebellious younger vampires who do not agree with Joanna's aims. Prominent among these is Slake, born as Edwin Pratt in 1935, who only became a vampire in the 1950s. Slake looks like something out of a Hammer film. Pale, tall, gaunt, dressed all in black, with a little gold earring in the form of an inverted crucifix nestled in his black hair. He wears shirts with frilly cuffs, and when he smiles, his fangs are obvious. Slake believes that vampires should live only for their desires and revels in the hunt. He enjoys toying with his prey. If the elder vampires insist on following Joanna's plans, Slake intends to lead a revolution of the younger vampires to overthrow them and establish a vampire supremacy over mortals.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Joanna Harris will be willing to cooperate with a Time Lord if they can set their ancient enmity aside and agree to assist in her research, she has not focused solely on creating a blood substitute. The other area of her research is something the Doctor would find morally abhorrent. She has created a strain of humans with no higher brain functions, no more intelligent than animals, which are kept caged beneath the Orpheum Theatre. Joanna reasons that harvesting these unfortunates for their blood is no different than humans rearing cattle for food. But she has been unable to breed them fast enough for the vampires' needs.

Even with her research into synthetic blood, her means are repugnant. Joanna has been psychologically manipulating a work colleague, Dr David Shackle, feeding his depression. She has been trying to get him to the point where he will agree to be vampirised as an alternative to suicide, so that he can then act as her scientific advisor.

JOANNA HARRIS

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

SKILLS

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

TRAITS

Dependency (Major) – Suffers a -4 penalty on all rolls if denied blood for an extended period

Face in the Crowd

Frenzy

Hypnosis (Major)

Immortal (Major)

Immunity – Has the usual vampire resistance to injury, but is vulnerable to silver

Indomitable

Infection – Can create new vampires by exchanging blood

Obsession (Minor) – Blood

Psychic

Psychic Training

Telepathy

Time Traveller (Major) – Has lived through Tech Levels 3-5

Tough

Vampire

Weakness (Minor) – Suffers a -2 penalty in the presence of holy objects and certain herbs

Weakness (Major) – Direct sunlight will kill her

TECH LEVEL: 2

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SLAKE



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

SKILLS

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

TRAITS

Dependency (Major) – Suffers a -4 penalty on all rolls if denied blood for an extended period
 Distinctive
 Enslaved – Slake is on the verge of breaking free of this and can make contests of Presence + Convince against Joanna Harris to resist her will
 Frenzy
 Hypnosis (Major)
 Immortal (Major)
 Immunity – Has the usual vampire resistance to injury, but is vulnerable to silver
 Impulsive
 Indomitable
 Infection – Can create new vampires by exchanging blood
 Obsession (Minor) – Blood
 Psychic
 Psychic Training
 Telepathy
 Tough
 Vampire
 Weakness (Minor) – Suffers a -2 penalty in the presence of holy objects and certain herbs
 Weakness (Major) – Direct sunlight will kill him

TECH LEVEL: 5

STORY POINTS: 6

Different groups of vampires tend to have different abilities. The San Francisco coven has many of the classic vampire powers and weaknesses, but not all. They are not shapeshifters, and they cast reflections in mirrors. They cannot turn a human into a vampire just by biting them; the bite doesn't contain the "V Factor", so they need to exchange blood.



VAMPIRE BLOODFASTING

Bloodfasting is a ritual that has been used by vampires throughout the centuries as a way of avoiding conflict. Two vampires drink a small amount of each other's blood, as little as 5-10 millilitres, the effect of which is to enhance their innate mental abilities to create a physical and psychic link between them.

In order for bloodfasting to work, each participant must make a successful Difficulty 12 Presence + Convince roll. Once the link is forged, the vampires are vulnerable to one another's injuries (a Major Weakness). If one is wounded, identical injuries manifest in the other. If one dies, the other also dies. Each also gains Networked (Major) with the other participant as they can see each other's thoughts and memories. Once established, the bloodfasting link is indefinite; there is no known means of cancelling it.

Until the Doctor agreed to enter into a bloodfasting ritual with Joanna Harris, it had only been done between vampires, never between a vampire and a mortal. In fact, any mortal who has the Psychic Trait can be linked to a vampire by means of bloodfasting, though they have a -4 penalty on the roll to succeed.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JODAFRA (*Oblivion, Bad Blood*)

Destrii's (see A5) uncle, Count Jodafra, is one of the ruling elite on their homeworld of Oblivion (see L76). He claims that his lineage can be traced back three millennia. Jodafra is a member of the Most Imperious House of Endoskiia and is brother to the Matriax Scalamanthia, ruler of Oblivion. He is therefore a noble of the First Circle.

Like all the ruling elite on Oblivion, Jodafra is humanoid but with the head of a beast, in Jodafra's case that of a tiger. He is roguish in nature, flamboyant in speech and swashbuckling in action. He dresses in the style of a 17th-Century adventurer, appearing almost foppish in his knee-high boots, ruffled cuffs, stylish jacket and cravat. The ensemble is completed by a cane topped with a silver tiger's head, which he wields with panache. The cane is far more dangerous than it appears, having a strong electrical charge that Jodafra can use against his opponents.

Jodafra styles himself as a scholar, a scientist and a magician. His expansive house is, according to Jodafra, the single oasis of scholarly progression in the desert of unchanging mediocrity that is Oblivion. Within his laboratories is the invention of which he is most proud: a chronon capsule he has named Salvation. This large sphere is intended to be a time travel machine once it is completed, to allow him to breach the psionic barrier surrounding Oblivion. So far Jodafra has managed to observe the outer universe and to send one small object through.

When Destrii was growing up, Jodafra provided her with the one escape she had from her harsh life of training, discipline and conflict. She adored her uncle, who regaled her with stories of his adventures, either imagined or planned, and she loved to watch his computer screens, which picked up television broadcasts from Earth in the late 20th Century. The object that Jodafra sent into the outer universe was a small craft containing Destrii. It was Destrii who insisted on being sent, but she had no idea that this is what Jodafra had manipulated her into doing. Although he presents the image of a loving if eccentric uncle, he is utterly selfish and wanted somebody else to act as a guinea pig.


As well as being a scientist, Jodafra is a man of action. He is more than willing to jump into battle using whatever inventions he has come up with. Anything from his electrified cane to flash bombs to lethal weapons. However, he needs to tread carefully in the court of the Matriax. Although she tolerates his indulgences to a degree and his talents have proved useful to her, Jodafra is not indispensable.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jodafra is one of the ruling elite who was alive when the Horde sealed Oblivion off from the rest of the universe, though he was only a cub at the time. Since then, all his efforts have been

devoted to escaping. When he does finally escape in his chronon capsule, Jodafra will turn out to be the most irresponsible of time travellers, selling advanced technology and weapons without any thought of the harm to the timelines.

JODAFRA



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

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

TRAITS
 Alien
 Alien Appearance
 Brave
 Charming
 Eccentric (Major)
 Noble
 Obsession (Major) – Escaping from Oblivion
 Quick Reflexes
 Selfish
 Silver Spoon
 Technically Adept

EQUIPMENT
 Cane: 5(2/5/7) damage, or Strength +1 damage in close combat

TECH LEVEL: 7

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JONAH COSGROVE *(Trading Futures)*

Jonah Cosgrove has been at the heart of the British Secret Service since before the Moon landings. So by the time Britain became part of the Eurozone (see *L38*) in the early decades of the 21st Century, Cosgrove was already of pensionable age. When the Doctor encounters him, he is in his eighties and is the deputy head of the EZ Security Service. Although the EZSS has its headquarters in Brussels, Cosgrove is based in London. His days as a field agent are long past and he is more or less deskbound. Jonah Cosgrove is one of the most shadowy of the Eurozone shadow government.

Despite his advancing years, Cosgrove is as fit as most men half his age. But he's been out of the real action for far too long. Although his voice still has its steely command, he feels he's begun to grow soft. Cosgrove longs to be out in the field again where anything could happen, to feel the old thrill and anticipation. It's been a long time since he could know for certain that he was having a private conversation, free of concealed microphones or phone or data taps.

Despite being remarkably fit, Cosgrove finds that exertion takes its toll. Although he dislikes painkillers for dulling the senses and blunting his edge, Cosgrove is finding more and more that he has to resort to them. He remembers the words of Churchill's doctor that he'd inherited good health, but by now much of that was spent.

When the United Kingdom became part of the Eurozone as part of the Act of Federation, not quite everything got put into the mix and the British government still maintains a little independent capability. Although Cosgrove is deputy head of the EZSS, his real job is to fight for King and country. Less than a hundred people in the world know this, and most of them work for the Service. They're the cream of the crop, and Cosgrove is the *crème de la crème*. So when something requires particular attention on behalf of the UK, Cosgrove is still the man for the job.

But Cosgrove will hotly deny that he's any kind of Little Englander. In fact, there's not a drop of English blood in his veins, as his slight Scottish accent reveals. But he holds little respect for his European colleagues, considering them to be bloodless and faceless, without a common history or values, just political expediency. All they want is someone else to pay their farmers and fight their wars for them. When Cosgrove speaks up, they offer to increase his salary. They've turned him into a mercenary and he despises them for it.

Cosgrove has the opportunity for one last hurrah when a man called Baskerville (see *V8*) appears, claiming to be from ten thousand years in the future and offering the Eurozone the chance to obtain a working time machine. It's up to Cosgrove to determine whether Baskerville (see *V8*) is the real deal and, if he is, whether the time travel technology should go to the Eurozone or to the United Kingdom...

JONAH COSGROVE

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

SKILLS

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

TRAITS

Authority (Major)
Brave
Dark Secret (Major) – Loyal to Britain rather than the Eurozone
Five Rounds Rapid
Obligation (Major) – Britain
Ruthless
Tough
Voice of Authority

EQUIPMENT

Handgun: 5(2/5/7) damage
Cosgrove often carries gadgets suited to his mission

TECH LEVEL: 5

STORY POINTS: 6



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JONAS RUST (*The City of the Dead*)

In 2001, Jonas Rust is a lieutenant in the homicide division of the New Orleans Police Department. He is elegantly lanky, with a strong nose, narrow, sleepily sardonic eyes and reddish-brown hair brushed away from a steep forehead. He's good-looking enough, for a well-preserved fifty anyway.

Rust lives in Marigny, the bohemian district of New Orleans just east of the French Quarter, in a narrow, two-story frame house a little less than a hundred years old. Although simple, it has always suited him, as his material needs are few.

Rust is good at his job, but he has a rather large secret.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jonas Rust is a magician. His Creole father practised magic very diligently, but in the end he overreached himself calling down a water spirit and things went very, very wrong. Rust ended up in foster care with an abusive family that included some not-quite-human beings.

Rust may have inherited his father's ability to perform magic or he may have been infected by the summoning. In any case, the talent was developed enough by the time he was fourteen to use a bone charm (see G3) to command a water elemental (see V155) to kill his foster family, and then faked his own death.

Rust became a homicide detective in order to gain access to the dead. Hair, a little blood, even scraps of clothing are useful to a magician. But stronger magic needs more than scraps. It requires sacrifice. Many magicians use children and their stronger energy fields, but Rust is very protective of them. He can get along without using them, but it's like walking rather than taking a jet. Self-sacrifice helps. But rather than using his own flesh and bone, Rust has been cutting away years of his life to perform his rituals. Although he looks like he's fifty-something, he's actually not even thirty.

Rust's house is itself a place of magic. Its interior changes occasionally, with rooms swapping places, or the fireplace appearing sometimes in the front room, sometimes in the middle room and sometimes upstairs. The décor also mutates, and there are thousands of leather-bound books, ancient prints, and obscure and antique implements. The light comes from odd, unseen places. None of this is Rust's deliberate doing, but is the result of the energy residues left by the working of magic in the place.

Among his magical achievements, Rust has dealings with the goblin-like swamp bogles (see X8) that live near New Orleans, and he can summon and command La Miasma Nada (see X8), a demonic entity that manifests as a void, a blackness that consumes everything. But although he can travel through the astral plane, he is psychically blind. His senses go blank and he must grope along, albeit at a rapid rate.

JONAS RUST

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

SKILLS

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

TRAITS

Astral Projection – see *The Third Doctor Expanded Universe Sourcebook**

Attractive

Authority (Minor) – Police detective

Dark Secret (Major) – Magician, and murderer of his foster family

Impaired Senses (Minor) – Psychically blind: while in astral form, Rust cannot see and must grope his way around the astral plane or rely on others to guide him

Ritual Magic

Summon (Minor) – Swamp Bogles**

Summon (Major) – Demons**

* Rust may sacrifice one year of his life instead of the usual Story Point cost for using this Trait.

** See G3 for details of Summon; Rust may sacrifice two years of his life instead of the usual Story Point cost for using these Traits.

TECH LEVEL: 5

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

Rust's main ambition is to recover the bone charm which he lost after his foster family were killed. It has somehow found its way into the Doctor's possession, and Rust intends to use the Time Lord and tap into his Artron energy to further his own plans and increase his magical powers.

THE NATURE OF MAGIC

When Gallifrey was destroyed by the Doctor in order to prevent it falling under the control of Faction Paradox (see V50), it seems that it was actually removed from time completely as if it had never existed. One effect of this is that a lot of the old irrational parts of the universe that the Time Lords had done away with under Rassilon's enlightenment started to creep back in. Science and logic began, if not to give way to, then to co-exist with magic and unreason, some of the rituals being remnants of the lost Time Lord knowledge. Supernatural elementals and demons can be summoned, fabulous creatures may be encountered, and magic itself becomes possible once again, as if it had never gone away.

Of course, magic of a sort has always existed. But whereas it was previously explained away as the result of, for example, extra-dimensional forces, highly advanced technology or psychic powers, magic is no longer so easily rationalised.

A conversation between the Doctor and a water elemental considered the nature of this restored magic. The elemental posited that magic is fundamentally an attempt to manipulate probability. As the Doctor explained, according to the laws of physics, the stars should not be able to burn, and yet they do. They are primarily hydrogen, whose atoms contain in their nucleus one positively charged proton and one negatively charged electron, and they produce energy through fusion, which occurs when those atoms combine. Except that fusion is impossible, as identical electrical charges repel each other. Two positive protons from two different atoms can't get close enough to each other for those atoms to fuse. But they do so because of probability. All events occur along a bell curve. At the end of that curve, the law of probability ensures that a minute percentage of non-occurrences is not only possible but inevitable. Thus, given the trillions of atoms within a star, fusion occurs.

Magic is willing the impossible, with a magician distorting those slender odds in his or her favour. The central problem is always how to get enough power to force probability into compliance without having trillions of atoms to help. In which case, sacrifice is used to fuel the process. Whether the sacrifice of others, or of the magician by gradually eroding health and body. For example, in the case of the creation of bone charms, the magician gains unusual power by an active self-sacrifice of their own body parts.

The theory of magic assumes that what could be termed moral

or spiritual qualities are not abstractions but have a reality concrete enough for them to be used as necromantic tools. The traditional virtues of courage and self-sacrifice are considered particularly powerful. Magicians gain power through what they are willing to give up, analogous to an energy conversion in physics.

Thus magic has returned to the universe. Magicians such as Jonas Rust and ritualists such as Sabbath (see V122) are able to bend the laws of physics to achieve remarkable results. In game terms, their rituals are represented by the Traits that they have acquired. The more powerful magicians have the Ritual Magic gateway Trait to allow them to purchase Special, Alien and Gadget Traits.

As examples, a magician might have Armour or Forcefield to provide a measure of magical protection from injury, or Hypnosis to enchant others. In many cases, these Traits would have a Restriction requiring a ritual to be performed or certain words to be spoken. In general terms, a ritual would take one minute for a Minor Trait, one hour for a Major Trait and a number of hours equivalent to its purchase cost for a Special Trait. Real magic ain't fast!

Another common Restriction is that magic often requires a sacrifice, most usually of the magician's Story Points, but sometimes of the permanent loss of Attribute points (as they sacrifice parts of their very flesh and bone) or even years of their life. So-called black magicians sacrifice the Story Points, Attributes or lifespans of others, but this tends to be less efficient, and the cost of using the Trait should usually be doubled.

RITUAL MAGIC – SPECIAL GOOD TRAIT

A character with this Trait is a magician or ritualist who can cast what might be termed spells. Such spells are defined as Traits that they buy, and Ritual Magic acts as a gateway Trait to allow the character to buy Special, Alien and Gadget Traits. It also fulfils the requirement of any pre-requisite needed to buy Traits, such as Psychic being a pre-requisite for Telepathy, and provides the character with an Area of Expertise in Occult (under Knowledge).

Ritual Magic costs 2 points to purchase.

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KALICUM *(Timeless)*

As the plans of Sabbath (see V122) approach their culmination, he is assisted by an ally sent to him by the people he is working for, the humans of a future era. This ally is Kalicum, a decidedly unpleasant individual with sadistic tastes. Kalicum's appearance is itself disturbing. He is a scrawny, skinny figure with a high, broad forehead, as if a surfeit of brains has inflated his head. Kalicum speaks with an unexpectedly high voice with an edge like nails scraping down a blackboard, and laughs with a high-pitched giggle. Despite the intelligence sparking in his dark eyes, his expression is oddly obsequious.

Kalicum is a doctor whose surgical knowledge is far in advance of that of 21st Century Earth. He is normally dressed in tight-fitting black coveralls and a lab coat as white as his skin. He is fascinated by the barbarity his travels with Sabbath have shown him in what to him is humanity's past. The surgical techniques fascinate him, and his lab coat is often crusted with dark blood, making him appear more like a butcher than a doctor.

Sabbath's plans include the acquisition of diamonds imbued with the life essence of those humans who have been ousted from their physical bodies by the activities of Chloe and Jamais (see A32). Kalicum is an unparalleled expert in analysing their suitability.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sabbath has been played for a fool. The people he is working for are not humans of the future but the Council of Eight (see V25), the rulers of a crystalline species of which Kalicum is a member. Beneath his very convincing fleshy disguise, Kalicum is a creature of crystal. He has the innate ability to teleport himself in and out of the Vortex. He usually carries an energy pistol capable of reducing a victim to a gory puddle.

The plan that Sabbath has been working towards is infusion of the human genetic sequence throughout the Universe, from the time of its creation onwards, to ensure mankind's supremacy and the eradication of all alien life. To do this, Kalicum is to surgically insert the special diamonds into Guy Adams, a civil servant from London, 2003. In 1830, Kalicum altered the genetic structure of one of Guy's ancestors. Now, thirteen generations later, Guy is the perfect vessel for the life essences contained in the diamonds Sabbath intends to acquire from Chloe. Guy is to be taken back and released into the void that existed before the Universe so that the human life essences permeates everything.

Except that Kalicum has ensured that it is the alien essence of his own people that the Universe will be flooded with, not that of humanity. By doing so, the Council of Eight will rule time absolutely, in a way that the Time Lords never could. Once Sabbath's part has been completed, he will be abandoned. Kalicum will revert to his true form and depart to join his own people in the Vortex, leaving behind a crystalline column that will shatter in an explosion of needle-sharp fragments.

KALICUM

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Alien Senses – Life essence (“souls”)
Dark Secret (Major) – Servant of the Council of Eight
Feel the Turn of the Universe
Natural Weapon (Minor) – Needle-Sharp
Crystalline Fingers: Strength +2 damage, Armour-Piercing (ignores the first 5 points of Armour)
Obligation (Major) – The Council of Eight
Repulsive
Tough
Vortex

EQUIPMENT

Energy Pistol: L(4/L/L) damage
Flesh Suit [Traits: Shapeshift (Minor). Story Points: 1.]

TECH LEVEL: 9

STORY POINTS: 6

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KATSURA SATO (*The Road to Hell, The Glorious Dead*)

In 17th-Century Japan, Katsura Sato was a samurai who served the Lord of Clan Makoto. He was both a highly skilled warrior and a very honourable samurai, serving his lord faithfully. When Lord Makoto was killed by demons working for a rival lord, Rikushira, Sato swore vengeance, vowing to kill Rikushira and then commit ritual seppuku.

Along with the Doctor and Izzy (see A12), Sato discovered that the demons that Rikushira had allied himself with were aliens called the Gaijin (see V63). Although Sato succeeded in killing Rikushira, he was himself mortally wounded. The Doctor saved the samurai's life by using the Gaijin's nano-drones, which immediately healed his injuries and brought him back to life. Although Sato then tried to commit ritual suicide as he had vowed, he found that he was now immortal and invulnerable to injury. Far from being pleased at this, Sato accused the Doctor of robbing him of an honourable death. Only Izzy's intervention prevented him from killing the Doctor on the spot. Sato now considered himself to be dishonoured.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unable to remain a samurai, Sato's disgrace led him to become a pirate in the Caribbean. Eventually bored of this, he let himself be captured by the Spanish and was sentenced to death by the Inquisition. But they could not even hurt Sato let alone kill him, so he languished in a prison in Saragossa for fifty years.

Finally, Sato was rescued by the Master, now in a new body after having been sucked into the Eye of Harmony in the Doctor's TARDIS (see *The TV Movie*) and then ejected into the Vortex. The Master had chosen Sato to become a pawn in his latest scheme. He showed Sato what he claimed was a holy text, the Odostra, which he had actually written himself. According to this text, the universe only exists as a memory in the mind of the Glory which first shaped the void, and everyone in it is already dead. It just needs a man such as Sato to convince the world of this. Sato willingly accepted the Master (see V99) as his new sensei and began a holy war, spreading his new religion.

Under the Master's guidance and armed with advanced technology, Sato had conquered the world by the start of the 19th Century and mastered interstellar travel by the beginning of the 20th. By the end of that century, Sato had become Cardinal Morningstar, the Holy Leader of the Church of the Glorious Dead and the Supreme Leader of Earth, under its new name of Dhakan. Unrecognisable beneath his cardinal's helm and robes, Morningstar is ready to take his jihad to the stars.

As well as the advanced technology the Master has put at his disposal, and the ranks of the Church behind him, Cardinal Morningstar is assisted by the Ash Wraiths. These flaming demons are the Archangels of the Glorious Dead, members of the Church's faithful who are transformed as they commit suicide. The Wraiths are capable of becoming intangible to avoid injury, but are vulnerable to cold.

CARDINAL MORNINGSTAR

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

SKILLS

Athletics 4, Convince 3, Fighting 6, Marksman 4, Medicine 1, Subterfuge 2, Survival 4

TRAITS

Authority (Major) – Ruler of Earth
Fast Healing (Special)
Immortal (Special)
Immunity – All physical harm which does not utterly destroy his body
Quick Reflexes
Time Traveller (Major) x4 – Has lived through Tech Levels 4-7
Tough

TECH LEVEL: 3

STORY POINTS: 6

ASH WRAITH

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

Skills: Athletics 3, Fighting 3, Marksman 3, Technology 2

Traits: Alien Appearance, Flight (Major), Fear Factor 1, Immaterial (Special Good), Natural Weapon (Major: Holy Fire – Strength +2 damage in close combat, 8(4/8/12) damage ranged, Armour Piercing ignores the first 10 points of Armour in either case), Weakness (Major: Ash Wraiths are vulnerable to cold and take 4 points of damage per Round in temperatures below freezing point)

Tech Level: 7

Story Points: 1-3

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THE KHAMEIRIAN *(Option Lock)*

Until his first encounter with them, the Doctor didn't know much about the Khameirian, other than that their homeworlds are somewhere on the outer reaches of the Milky Way, in the Antares sector.

The appearance of the Khameirian is disturbing to humans, as they resemble the grotesque gargoyles often seen on Medieval European churches. They are short, squat figures, maybe only around four feet tall with forked tail, leathery webbed wings sprouting from their shoulders, and short curled horns protruding from their foreheads. Their hands are more like claws, their fingers and toes are webbed, and their faces are hideously pinched and wrinkled.


The Khameirian are reputed to have an unparalleled will to survive. For them, their bodies are just vessels. The essence of their lives, their very force of being, can be stored inside other vessels. They need the body to walk about, to communicate properly, but they can preserve life for huge periods of time inside what they call an Essence Chamber. In fact, that was how the Khameirian first experimented with deep-space flight, by entering a form of suspended animation with their life-force stored inside Essence Chambers in the form of small, egg-shaped stones until it is reconstituted within a new body.

As well as storing a Khameirian's life essence, an Essence Chamber also slowly absorbs background energy from the environment, until it has amassed enough to bring a new body or bodies into being for the life essence to inhabit. Normally, the Khameirian would rely on a local source of suitable energy to speed the process along. But that's not always possible. If stranded in a low-tech environment where a powerful enough source of energy isn't available, an Essence Chamber can also channel some of its initial energy into alternative vessels. Partly as a way of influencing events to try to maximise the availability of any energy that is around. But also as a fail-safe, to prevent having all their eggs in one basket.

These vessels will be members of the dominant species on whichever planet an Essence Chamber has found itself. It would infect a small group of them with a tiny part of the Khameirian collective mind. This group would not even be aware of this. But by impulse, they would interbreed and guard a great secret that they don't really know or understand. The result is that the life force within them is strengthened rather than dissipated down the generations. It is kept focussed within a relatively small group and slowly gains power over the years. The group would have an instinctive desire to do what the Khameirian wants.

But without access to its normal technology for reconstituting itself, the Khameirian will need access to a massive energy source. The Artron energy of a TARDIS would be a good start. But something on the scale of a nuclear blast is what is really needed. So the vessels controlled by the Khameirian life-force

will not only be protecting the Essence Chamber, but also secretly working towards making the required energy available... even if that means manipulating an entire world into triggering a nuclear war...

KHAMEIRIAN			
			
AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	7
INGENUITY	4	STRENGTH	2
SKILLS Athletics 1, Convince 4, Science 2, Subterfuge 4, Survival 6, Technology 3, Transport 3			
TRAITS Alien Alien Appearance Fear Factor 1 Flight (Major) Networked (Major) Possess – A Khameirian's life-essence can divide itself and inhabit multiple life-forms simultaneously, but if so it can only influence behaviour rather than directly control it Psychic Special – Life-Essence: A Khameirian can transfer its life-essence into other vessels, such as an Essence Chamber, where it can remain in suspended animation over extremely long periods until reconstituted within a new body Telepathy			
TECH LEVEL: 6			
STORY POINTS: 4-6			

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THE KLADE *(Father Time)*

In the far distant future, almost all of the current races have long been extinct and are almost forgotten. Other civilisations have risen and fallen many times over. Towards the end of the universe, most of the surviving people live on a structure called the Needle, a one light-year long artefact with one end anchored in a black hole and the other having a surface with a diameter of fifty thousand kilometres. That surface is home to the Librarian, a vast city containing the Archive, a depository of art and knowledge left by the Time Lords.


From the Needle, the Imperial Family of a people who succeeded the Time Lords ruled until they were finally overthrown. It was the most corrupt regime the universe has ever seen. Power corrupted them and they became decadent and sadistic, believing themselves to be above all other lifeforms. Their powers were unrivalled and the lesser races were playthings to them. They started a sequence of events that led to whole galaxies being evacuated and whole sections of the timeline being erased. When that was done, when most of space and time was left broken and dead, they imposed their regime on the survivors, exterminating any opposition.

The Imperial Family were rulers of the universe for a thousand years, answerable to no one but themselves. Millions died through their neglect and cruelty. There was a Senate, but it was powerless. It lived in fear of the Emperor. Nevertheless, there were powerful and influential factions within the Senate, among them Faction Klade. When the factions eventually stopped fighting among themselves, they forged alliances and a revolution was hatched. At its head was the leader of the Klade. But when the conspiracy was discovered, she was dragged from her home and murdered in the street. That was when the revolution started. The last Empress was overthrown and the Imperial Family was massacred. Only one member escaped, a baby girl known as the Last One, who was spirited away far back in time.

Now, the Klade and the other factions are free to govern themselves. The Klade appear identical to humans, and it is generally believed that they are the far future descendants of the Daleks and the ultimate destiny of all life in the universe. Klade servants wear long skirts that make them look as if they are gliding along, somewhat reminiscent of the movement of Daleks. The Klade leader is Zevron, eldest son of the previous, murdered leader. He has chosen to accompany a mission back in time to search for and kill the surviving Imperial baby, now hiding out on Earth in the 1980s under the name Miranda Dawkins (see A17). Zevron is powerfully built. He is in his late middle age and is balding, with only a fringe of close-cropped white hair. In order not to dishonour the warriors of Earth, Zevron and his hunters will only use contemporary weapons during their mission.

Faction Klade has access to highly advanced technology, including transmats, semi-sentient android duplicates, mindeaters that remove a victim's memories, and transmuters capable of

ZEVRON



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

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

TRAITS
 Adversary (Minor) – The Imperial Family and their allies
 Authority (Major)
 Menacing
 Tough
 Voice of Authority

TECH LEVEL: 8

STORY POINTS: 6

transforming and synthesising matter. Time travel is a recent acquisition, and the Klade still have much to learn about it. Much of their knowledge has been taken from the Time Lords' ancient repository in the Librarian.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Following the death of Zevron during the mission to hunt Miranda Dawkins down, Zevron's eighteen year old brother is appointed the new Prefect of Faction Klade. Like Zevron, Ferran is intent on finding and killing Miranda, to prevent her from making a claim on the Imperial Throne. After an initial failure, he returns to the far future to glean more information from the Librarian to prepare himself for another attempt. Twenty years later, he is ready. But by now, the factions are at open war with one another. No one is strong enough to take it too far, but the whole system is on the brink of collapse. His time spent in the Librarian has provided

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Ferran with enough information and secrets to unite the factions under him and the force to impose his will. All the things the Imperial Family did that Ferran once called “atrocities”.

Ferran’s flagship is the *Supremacy*. It is four kilometres long and one kilometre in diameter at either end, with a thousand levels. It was built by a race which has long since vanished from the universe, most likely the People of the Worldsphere (see *The Seventh Doctor Expanded Universe Sourcebook Volume 2*). Ferran discovered it abandoned on the Needle. The *Supremacy* has all the weapons, defences and time travel capability that he needs to win the war, but his people have still not explored it fully. It is controlled by a sentient AI called Computer, which is now programmed to respond only to Ferran’s voice pattern. The *Supremacy*’s hull is made of a metal that Ferran has named Kaledium, and it’s sufficiently resilient to be able to withstand a head-on crash from another ship without a scratch. In the unlikely event that it does suffer damage, the ship has self-repair capability.

Ferran’s plan is now to capture Miranda and take her back to the future where he can use her genetic code to access the Archive and recover more ancient technology. Eventually, Miranda agrees to return to the future with him and rule the Needle jointly, with her as Empress and him as Prefect, if he renounces his corrupt ways. Ferran agrees, but he is still untrustworthy. As Empress of the peoples of the Needle, Miranda has to stay on her toes to avoid Ferran’s plots and assassination attempts against her.

THE SUPREMACY

Armour: 30 **Hit Capacity:** 100 **Speed:** 10

Traits: Forcefield (Major), Fast Healing (Major), Psychic, Scan, Transmit, Travel, Vortex

Weapons: Forced Quantum Singularity (Deletes anything up to planetary size)

Story Points: 12

COMPUTER (SUPREMACY’S AI)

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

Skills: Knowledge 5, Marksman 4, Technology 5, Transport 4

Traits: Alien Organs (Special: Computer is integrated with the *Supremacy*), By the Program, Computer Program (see *The Fourth Doctor Expanded Universe Sourcebook*), Networked (Major: With the *Supremacy*’s systems), Psychic, Robot, Telepathy

Tech Level: 9

Story Points: 4

FERRAN

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

SKILLS

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

TRAITS

Adversary (Major) – Rival factions

Attractive

Authority (Major)

Quick Reflexes

Selfish

Voice of Authority

TECH LEVEL: 8

STORY POINTS: 8



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KRAKENS (*Unnatural History*)

The Krakens are creatures from the higher dimensions. They float in the void, twisting themselves through folded space in ways we can barely comprehend. They're not intelligent lifeforms. Rather, they're vast implacable brutes which exist only to sense food and to reach it. They graze on exotic matter, on plumes of raw, cosmological power, features that are undetectable in our space but which form fountains of energy in the upper reaches. Krakens are sometimes encountered in the Vortex, one of the many hunters that exist there, alongside the time-devouring Chronovores, the predator micro-universes known as Swimmers, and the esoteric Polt.

The temporal cicatrix (see G20) that was left in San Francisco in 1999 sounded like one large dinner gong to one particular Kraken, which rotated itself into our dimensions in order to locate and devour it. Fortunately, the Doctor was able to use the TARDIS to muffle the siren call of the cicatrix's energy emissions, else the Kraken would have swallowed a large portion of San Francisco along with it. As it was, the Kraken submerged itself in San Francisco Bay, waiting patiently and watching until it could pinpoint its next meal.

Krakens can't be seen, not really. It's as if they don't exist to be seen. Instead, the brain creates and attaches its own impressions to it, impressions of a huge, dark threat. But this is just an accident of the mind trying to get a handle on something that it can't see and is incapable of imagining. A Kraken can be sensed by the effect it has on its surroundings. The damage it causes as its colossal bulk passes by. A shift in the texture of the air or a sharp change in the water. A bow-wave like a wake that refuses to dissipate. The displacement of matter as something not quite of our reality inserts itself.

Individuals receive the impression of something that they can't quite grasp but which is specific to them. The sense of a tentacled mass stretching itself against the sky. A tidal wave about to flatten everything in its path. The grim reaper towering over the landscape. In three- or four-dimensional space, a Kraken is a city-killer, an Act of God that will smash buildings, gouge up roads, flood streets and scatter cars and trucks. Anything devoured by the Kraken is swept up into its invisible, eternal event horizon where it is crushed to a singularity for the beast to absorb.

Even Griffin (see V68), the unnaturalist whose obsession is to collect specimens of all kinds of exotic life, knows better than to try to collect a Kraken. In the case of a Kraken, discretion is the better part of scientific curiosity, even for him. Instead, Krakens are a rare enough phenomenon that the mere act of observing and recording one would cement Griffin's reputation in the Society which has part-sponsored his expedition to San Francisco.

KRAKEN

AWARENESS	4	PRESENCE	N/A
COORDINATION	2	RESOLVE	N/A
INGENUITY	N/A	STRENGTH	50

SKILLS

Athletics 1, Fighting 3, Survival 5

TRAITS

Additional Limbs x3 (tentacles)

Alien

Alien Appearance

Armour (10 points)

Environmental (Major)

Fear Factor 3

Immunity – Energy attacks

Size – Colossal

Special – Consume All: The Kraken can use its Strength to drag anyone and anything into its event horizon, killing them; against living creatures, it must make a contest of Strength + Fighting

Vortex

TECH LEVEL: N/A

STORY POINTS: 1-3



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KROTONS (*Alien Bodies*)

Although the Krotons' bulky, almost tank-like forms are familiar from their appearances on medium gravity planets (see *The Second Doctor Sourcebook*), they are actually a highly adaptable species and their crystalline bodies can restructure themselves into new configurations more appropriate to whatever environment they find themselves in. In fact, the version of the Krotons the Second Doctor encountered on the planet of the Gonds was primitive by later standards.

The Krotons are a tellurium-based crystalline species from the planet Krosi-Apsai-Core. They evolved from predatory quasi-organic crystals capable of mimicking the characteristics of their prey. On encountering servo robots from a human attempt at colonising their planet, the proto-Krotons attained a form of sentience as well as taking on some of the robots' physical characteristics. On encountering a new type of environment, one of the later, more advanced Krotons can shatter its body, leaving just the head containing the central nervous system (and possibly a malleable metallic core) and a feeding tendril intact. The Kroton then uses the tendril to absorb fresh biomass from whatever organic source is available and use it to grow a new, more suitable body. The Eighth Doctor encountered a Kroton configured for zero gravity environments, which resembled a gigantic but delicate crystalline spider with fragile-looking legs radiating from its central body. Versions of the more bulky Krotons with caterpillar tracks have also been observed, which are presumably more suited to high gravity worlds. Krotons can also grow integrated dispersal weapons which fire clouds of corrosive particles. Alternatively, they can carry larger external weapons in their robotic pincers.

The Kroton species refers to itself as the Kroton Absolute and is organised in Lattices. The First Lattice oversees the Absolute and contains the four "Highest Brains". During the Krotons' war against the insect-like Metatraxi (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), the First Lattice was moved from the surface of Krosi-Apsai-Core into orbit and became a huge fortress-like Dynatrope, the Kroton equivalent of a spaceship. The Kroton Absolute organises its fleet of Dynatropes into War Spears each of ten ships in a tetrahedron formation. Dynatropes are made from the same tellurium-based material as the Krotons and have a rudimentary intelligence.

Most Kroton technology, including the Krotons themselves, is powered by neural energy. The crew of a Kroton Dynatrope, for example, will use their own mental energy to power the ship through space. A standard Dynatrope is operated and powered by the neural energy of a four-Kroton crew. But Dynatropes also store neural energy, and Krotons periodically have to re-energise themselves from the Dynatrope power reserves in order to avoid becoming "exhausted". If exhausted, the Krotons' bodies will revert to basic molecules in the form of a chemical slurry or dust, incapable of reconstituting themselves without outside aid. In such emergency situations, the Dynatrope is programmed to utilise its remaining energy to seek out suitable minds and enslave them, using them to gradually build up its power levels until the Kroton crew can be re-activated, a process that can take years, maybe even centuries, if adequate minds aren't available.

ZERO-GRAVITY KROTON

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

SKILLS

Athletics 3, Convince 3, Fighting 3, Knowledge 3, Marksman 3, Science 3, Technology 4, Transport 4

TRAITS

Additional Limbs x2 (can act as both arms and legs)
Alien Alien Appearance

Armour (5 points)

Immortal (Special) – A Kroton cannot die, although it may dissolve when its energy supply is exhausted

Impaired Senses (Major) – Effectively blind in sunlight

Natural Weapon (Major) – Acid Gun: L(4/L/L) damage

Natural Weapon – Feeding Tendril (Minor): To absorb organic material needed to fuel its bodily restructuring, a Kroton can extend tube-like tendrils to drain a restrained or dormant victim, delivering +2 Strength damage per Round, Armour Piercing (ignores the first 5 points of Armour)

Networked (Major)

Special – Multiple Configurations: As a tellurium-based life form, a Kroton can reconstitute itself in multiple configurations while still retaining a crystalline appearance. This allows the Kroton to mimic two Minor Traits or one Major Trait at a time (for the zero gravity configuration, the Kroton has acquired two levels of Additional Limbs). The Kroton needs to deploy its feeding tendril to absorb the organic biomass required to fuel this process.

TECH LEVEL: 7

STORY POINTS: 6-8

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THE KULAN *(Escape Velocity)*

Superficially, the Kulan do not appear to be alien. But under close scrutiny, the differences become apparent. Their skin colour is very pale, and under strong light it seems almost translucent. The shape of their facial features are slightly odd too: the eyes are too wide and too narrow; the ears a little too large for the head. A medical examination would reveal that they have two hearts, their bodies are more durable and their hearing is sharper than a human's.


The Kulan Empire is ruled by the Congress. Kulan are aggressive but not overtly militaristic. However, having long ago exhausted the natural resources of their own home system, they now use economic warfare to engage in commercial takeovers of other planets. These takeovers are usually hostile in nature, so the Kulan are accompanied by a battle fleet to soften up a target world with nuclear strikes on the major population centres, if this proves necessary.

A standard Kulan invasion fleet is a collection of rugged, battle-scarred hulks built to traverse the vast distances between inhabited worlds and packed with deadly firepower. It is not a pretty sight. Kulan ships travel at sub-light speed, so the majority of the marines and invasion troops are held in cryogenic suspension pending their deployment. A skeleton crew of officers and technicians run the ships, rotating themselves through month-long periods of deep sleep.

An invasion is not committed to until an advance evaluation squad has had time to infiltrate a target world and gather data in order to make a recommendation back to the fleet. It is then up to the Council of Three which commands each fleet to make the final decision. The Council is comprised of a member of each of the castes of the Kulan command system: economists, military and priesthood. Generally, the economists lean towards a cautious approach: any invasion, no matter what the level of resistance, is costly and, without definitive knowledge of the economic value of the target, there is no guarantee that an invasion will actually be profitable. The military generally take an alternative view: if an invasion fleet has reached its target and is armed and ready for action, why not let it do its job? So the decision is often down to the view of the Council's representative from the Kulan religious order.

Kulan are low-level psychics and use a form of telepathy to control their technology. As a result, anyone without the Psychic Trait is unable to operate it. The Kulan have developed a serum that can be injected into a human to mutate their DNA and enable them to operate Kulan control systems directly, but it is dangerous and unreliable. Anyone injected with it must make a Difficulty 15 Resolve + Strength roll or take 4(2/4/L) damage. A basic Success has no effect. A Good result provides the subject with the Psychic Trait for 1D6 hours, while a Fantastic result provides it permanently.

HULAN



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

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

TRAITS
 Distinctive
 Keen Senses (Minor) – Hearing
 Psychic
 Tough

TECH LEVEL: 6

STORY POINTS: 3-5

Kulan starships do not have light speed capability. They are powered by a form of magnetic induction which launches a ship by means of a series of alternating magnets, creating rapid acceleration. Once launch is achieved, conventional liquid fuel engines take over.



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KUSKS *(Longest Day)*

The Kusks are among the most repulsive species in the galaxy. They are huge, around eight feet in height, but can move surprisingly quickly if they need to. A Kusk's head is an enormous ovular skull squatting on a brown neck and broad enough to accommodate two huge, rolling saucepan eyes which glow a dull orange under a thick hood of bone. Its ears are like slush icicles drooping down from scab-like mounts at the base of the cranium. The nose is just a pair of half-baked pockmarks placed crookedly on the orange-black face, and the tongue sloshes around like a living thing. The mouth conceals hard, pointed teeth, and its breath is foul, the result of its lungs' unusual filtration system.

A Kusk's upper arms are like great brute clubs, thick and tuberous, muscles glistening and crunching against its skin in apparently involuntary clenches. The forearms are slimmer and better defined, terminating in six-fingered hands. Its legs are glutinous treacle-brown with fat, wide thighs. Hardened breasts peer out from a bony ridge of muscle and the stomach resembles nothing so much as a pile of roasted meat dripping with a foul, sweaty liquid.

Before the Kusks discovered the outer universe, there was only Kuskas and its sun. One large planet alone in space. But it became the tactical front between two races of warring aliens. Caught in the crossfire, the Kusks' own missiles had no effect on the mighty fleets that battled around them. They were ignored. The aliens moved on, but not before Kuskas was almost dead. In the wreckage though, there was new technology with which to rebuild.

Kusk society changed beyond measure through its need to survive, to protect Kuskas from further attack. Alien technology was salvaged and haltingly understood. Military technological divisions became a technocracy.

But the Kusks were too few to stand a chance of survival by military means. Other avenues needed to be taken. Technology was stronger than brute force. The armed divisions began to lessen in importance, a historical power only. When the ability to move through history itself came little by little, the military were not much more than a reminder of past glory, a resource easy to bypass until the time was right.

The Kusks devised a time-space probe and sent it out to gather information. It was designed to locate the weaknesses of local species by studying their history, so the Kusks could easily conquer them. But it malfunctioned, and a recovery team sent to collect it has not returned. A further mission has been sent to locate the probe and, more importantly, the data it contains. Data which may prove vital for the survival of the Kusk race.

HUSH

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Environmental (Minor) – Can survive in harsher atmospheres than humans (but finds Earth-like atmospheres unpleasant)
Fear Factor 1
Repulsive

TECH LEVEL: 6

STORY POINTS: 3-5

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Kusks' probe crashed on Hirath (see L54) and is the source of the temporal distortion that has transformed the planet. The first recovery mission was forced to hibernate on Hirath when their computer also malfunctioned as it attempted to solve the problem. The second recovery mission will stop at nothing to recover the probe and its data.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LORD EDWARD GREYHAVEN *(The Dying Days)*

During the British manned missions to Mars of the 1970s, Lord Edward Greyhaven had been the Minister of Science. Back then, he'd managed to get the Treasury to pour money into R&D, and the British had led the world in the field of pure research. Each month, he'd opened some new project that promised to revolutionise people's lives. Not all of them had failed either. If only the rest of British industry had been in a state to exploit all that new technology. After he'd left office, Greyhaven had made his fortune as a consultant.

Back then, Teddy Greyhaven was the picture of English elegance in a single-breasted suit with a silk tie and matching handkerchief. In 1997, twenty years on, he looks more distinguished, but there is still a mischievous twinkle in his eye. There is something classy about a billionaire (albeit a dollar billionaire) who doesn't feel the need to exude wealth. Now in his sixties, he is still sharply dressed, but his aquiline face is lined and his hair is white and thin.

Greyhaven claims to have little political influence these days, but this is far from true. At Westminster, Greyhaven has cultivated the friendship of David Staines MP. At first, Staines was only a backbencher. Under Teddy's mentorship, Staines has managed not to acquire any Swiss bank accounts or mistresses, and so has gained a reputation for honesty. By 1997, he is in a senior cabinet position, as Home Secretary.

Lord Greyhaven is also the guiding light behind Britain's new Mars programme, Mars 97, which is about to attempt another manned landing. Remarkably, the programme hasn't cost the British taxpayer a penny, thanks to Lottery grants, private funding and support from many of Britain's leading manufacturers. Without the computers built by ACL and software designed by I2, without the alloys developed at Vickers and Rolls-Royce or the communications equipment custom-made by BT or a thousand smaller contributions from a thousand smaller companies, it would never have been possible.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the 1970s, the crew of Mars Probe 13 encountered the Ice Warriors when they landed on Mars and were caught infiltrating a Martian scientific research facility in a subterranean city. Only one astronaut escaped. As Minister for Science at the time, it was down to Lord Greyhaven to prevent a potential diplomatic disaster with an alien race.

Greyhaven managed to reach an agreement with Lord Xznaal of the Martian Argyle clan (see V91). Under this, the British agreed to keep the surviving astronaut incarcerated for the rest of his life without debriefing him, and they must never return to Mars. Since then, the British security service has been busy covering up that there is life on Mars and sabotaging the missions of other countries.

LORD EDWARD GREYHAVEN

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

SKILLS

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

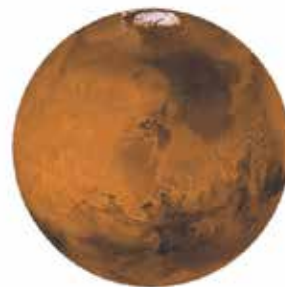
TRAITS

Charming
Fame (Major)
Friends (Major) – Senior ministers in the British Government
Voice of Authority
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 8

But now, Greyhaven has facilitated a new Mars mission, one which will deliberately break the agreement and provide Xznaal will a legitimate pretext for invading Earth. Xznaal would be crowned King of England and Greyhaven would become acting Prime Minister with access to Martian technology to make Britain great again.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LORD ELMHURST (*The Scent of Blood*)

In the tenement backstreets of Edinburgh in the 1890s, the impoverished workers harbour a fear of the wealthy lord living in his grand house on the outskirts of the city. They say that Lord Elmhurst is never seen out in daylight and that he has inhumanly pale skin. That he is in fact a devilish monster in human form, sucking the life out of the working people.

When a woman's body is discovered on an area of waste land, her throat ripped open and a look of terror on her face, rumours of Lord Elmhurst's involvement naturally follow. In fact, there have been disappearances and unexplained deaths in the area for as long as anyone can remember. In the aftermath of the latest murder, Lord Elmhurst's coach is seen in the tenement streets, the gold crest on the black carriage door making it easily recognisable and out of place here. Elmhurst himself maintains that he merely heard of the death and wanted to see if he could help. He doesn't claim to be a philanthropist, just somebody with a strong interest in the welfare of mankind.

Elmhurst is a man of perhaps forty years. His blond hair is almost white, and his face is thin and pale as if carved out of bone. His thin, pale hands have a surprising strength in their grip. Lord Elmhurst habitually wears a black suit of an old-fashioned cut. He is very careful not to let his bare skin stray into direct sunlight, flinching back from it as if scalded.

Lord Elmhurst's wife appears to be in her thirties and has dark black hair and skin as pale as her husband's. During Elmhurst's periods of weakness, when he has not feasted, Lady Elmhurst assists him as he moves around his manor house with difficulty.

The rumours of Lord Elmhurst being a vampire are true. Each evening, he slakes his unnatural hunger by drinking blood from his wife and their servants. They all have scars on their throats to show that this has happened uncountable times before. Unlike many vampires, Lord Elmhurst is not vulnerable to garlic or holy objects, but exposure to sunlight will kill him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Lord Elmhurst is a brood vampire who was sired by one of the Great Vampires (see *The Fourth Doctor Sourcebook*). But his master died and fell to Earth four hundred years ago, his corpse being buried beneath Arthur's Seat in Edinburgh. Elmhurst still feels the loss every day. He is in the process of becoming a new Great Vampire, as this is how they procreate. But he has decided on a different path than that of his master.

Elmhurst only drinks the blood of willing volunteers. Like his wife, who remains human, his servants are all loyal to him and are not under his thrall. They and their families have willingly served him for generations, enabling him to avoid preying on the local population. Which means that some other monster has committed the latest murder...

LORD ELMHURST

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

SKILLS

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

TRAITS

Dependency (Major) – Suffers a -4 penalty on all rolls if denied blood for an extended period

Distinctive

Frenzy

Hypnosis (Major)

Immortal (Major)

Immunity – Has the usual vampire resistance to injury

Indomitable

Noble

Obsession (Minor) – Blood

Psychic

Psychic Training

Telepathy

Tough

Vampire

Weakness (Major) – Direct sunlight will kill him

Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LORD XZNAAL (*The Dying Days*)

Lord Xznaal is leader of the Argyle clan of Ice Warriors, bitterest rivals to the Thaumasia and Erythraeum clans. The armour of Xznaal and his warriors is strikingly different from that of most other Martian clans, looking somehow more bestial and primeval. Xznaal looks like a barnacle-encrusted sea creature from the depths. He is well over seven feet tall and almost as broad, with vast shoulders like an American footballer or a Medieval knight. Xznaal's armour is ridged and bumped like a crocodile's skin, with a curved carapace over the chest and stomach. His legs are as thick as a human torso and end in flipper-like feet. Wiry, green-black hair sprouts from the gaps in his armour-plating and at the joints. His head is larger than a motorcycle helmet and looks as if it has been carved from blocks of stone. His eyes are red but concealed behind two thick plates of protective glass, like semi-visors. A gap in the faceplate below the eyes shows an area of softer, gnarled skin around a thin-lipped mouth that opens to reveal two rows of fangs and a red, forked tongue that flickers out as if tasting the air. Xznaal's hands are like the claws of a giant crab, and nestling in the green hair at his wrist is his sonic disruptor, a stubby metal tube that flows out of the joint like a protruding bone rather than an attachment.

Although most Ice Warriors value honour above all, Xznaal does not share this sentiment. He is as brutal as he appears, willing to murder without hesitation and only held back by Martian law. He is a warrior who thirsts for one final battle. Xznaal has entered into a secret agreement with Lord Edward Greyhaven (see V89), the Minister for Science during the British Mars missions of the 1970s. By 1997, the pair have orchestrated events to allow Xznaal to launch an invasion of Earth, an act made legal under Martian law by the trespass by British astronauts into the Fields of the Dead and the tomb of Marshal Kyrul.

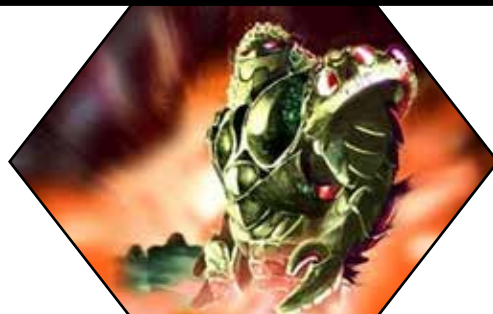
THE RED DEATH

Attributes: Strength N/A, Coordination 5, Awareness 4

Skills: Athletics 3, Fighting 4

Traits: Alien, Alien Appearance, Alien Senses (DNA), Flight (Major), Gaseous Form (a creature with this Trait has no solid body, it can pass through any matter which is not perfectly sealed and is immune to attacks which deal purely physical damage), Invisible (Major Bad in Earth's atmosphere; Special Bad in Mars's), Natural Weapon – Engulf and Devour (contest of Coordination + Athletics for the Red Death to engulf a victim and begin to deliver 3(1/3/5) damage per Round), Replication (requires sufficient oxygen and biological material), Size – Colossal (can spread itself over a wide area to hunt), Special – Decompose (once it has fulfilled its programmed objective, the Red Death will decompose into its basic chemicals)

Story Points: 2

LORD XZNAAL

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

*Reduced to 1 in Earth-like atmospheres.

SKILLS

Convince 2, Fighting 4, Marksman 3, Survival 3, Technology 3

TRAITS

Alien
Alien Appearance
Armour (10 points)
Cyborg
Military Rank (Special)
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow (Minor)
Weakness (Major) – Heat (see *The Second Doctor Sourcebook* for details)

TECH LEVEL: 6

STORY POINTS: 6

One of the weapons that Xznaal has at his disposal is the Red Death. It is an assassination weapon in the form of a sentient mist created by combining molecular re-engineering and artificial intelligence etherware. It has only an animal intellect, but it can be programmed by providing it with a sample of its target's DNA. The Red Death will then be able to hunt its prey down, dispersing over a wide area until it detects its target.

In the Martian atmosphere, the Red Death is invisible. In Earth-like atmospheres, it takes on a faint rosy haze, like a mass of pink steam. Unfortunately, the increased levels of oxygen and biological activity in Earth's atmosphere caused it to enter a feeding frenzy, multiplying itself uncontrollably and attacking all organic life.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MADAME RAZETSKIA (*Endgame*)

The immortals known as the Players have plagued the Doctor across several of his incarnations (see *The Second* and *Sixth Doctor Expanded Universe Sourcebooks*). But one in particular has crossed swords with the Doctor repeatedly. Among her fellow Players, she is generally known as the Countess. But among mortals, she has taken on many aliases: Madame Lafarge during the Napoleonic Wars; Countess Malika Treszka during World War One; Countess Andrea Razetki in the 1930s; and finally, in the Soviet Union of the 1950s, she is Madame Razetskia.

The Countess is widely considered to be the supreme Player of the Game that keeps her and her fellow immortals amused during their eternal existence. She is experienced, resourceful, highly intelligent and ruthless. She always has a back-up plan, and usually a back-up for the back-up. In her mortal form, the Countess is tall, beautiful and graceful, with long dark hair and blue eyes. As Madame Razetskia, her hair is tied up on her head, making her seem even taller and more elegant. In the past, she has always worn the finest clothes. Now, she wears shimmering white silk. Like some other Players, Madame Razetskia has powers of telepathy and mind control.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In Soviet Russia, Madame Razetskia is inevitably playing the Game once again, the greatest Game of all with the Players using whole nations as their chessboard. The last time the Doctor foiled her plans, when he was in his sixth incarnation, she accidentally shot and killed the mortal form of one of the other Players. According to Madame Razetskia, there was a terrible fuss about it and she narrowly avoided censure by the Adjudicator who governs the Game. But she has been forgiven.

By the 1950s, the Players have decided to move to an endgame and are pushing the major world powers towards nuclear annihilation. Madame Razetskia actually voted against this. She claims not to have the impulsive contempt for mankind that some of her rivals have. She still believes the Earth has enormous potential, that there are still so many games that could be played on such a rich board.

Prohibited by the Rules of the Game from taking direct action, Madame Razetskia is seeking to influence Stalin. She visits him at his dacha in the guise of a psychic healer in the evenings once his drinking companions have left. While her rivals are attempting to brainwash President Truman, Madame Razetskia has realised that it wouldn't take much to push Stalin's paranoia over the edge. As he sleeps, she whispers to him about how the Americans and the Chinese are aiming missiles at his cities, and that their armies are massing at the borders. According to Madame Razetskia, he must strike first!

MADAME RAZETSKIA

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

SKILLS

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

TRAITS

Adversary (Major) – Opponents among the Players
 Alien
 Attractive
 Charming
 Code of Conduct (Major) – The Rules of the Game
 Hypnosis (Major)
 Immortal (Major)
 Noble
 Obsession (Major) – Winning the Game
 Psychic
 Silver Spoon
 Telepathy
 Time Traveller (Major) x2 – Tech Levels 4 & 5
 Vortex
 Wealthy (Major)

TECH LEVEL: 12

STORY POINTS: 8

Madame Razetskia is shocked to find that the Doctor is not the man he once was, his memories and his joie de vivre having been lost. But when she offers to return them, the Doctor's reaction is one of alarm, even fear!

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE MAKERS I *(The Space Age)*

There is more than one alien species referred to as the Makers. In this case, the name “Maker” was given to them by two humans after they witnessed their abilities. Their true name – the one they use for themselves, if any – is not known.

These Makers exist in many dimensions, not trapped in three and only drifting forward in the fourth at a constant rate as humans are. They are a group entity, their minds being linked. In fact, the Makers do not think of themselves as discrete individuals. Each is both one and many, not tied to their bodies, to the extent that they do not truly grasp the concept of individuality. When one Maker was injured when its ship crashed on Earth, it became trapped in the same dimensions as us. This was intolerable to it and, by extension, to the rest of the group mind. They all experienced the condition as if they were that same Maker. To creatures able to move freely in all dimensions, it was like a human having a hand caught in a dog’s mouth.

The Makers see the whole of the tapestry that is time. They can pull at a thread here, create a new detail there, and they don’t care what their interference does to the rest of the fabric. History is being remade constantly by them. Of course, something does care if the changes ripple out uncontrollably. There are forces that dam the holes the Makers create. The changes are not lost, but they are subsumed, worked into the grand design. The overall picture is preserved, perhaps by the sacrifice of a billion unimportant details. A person’s life could be reworked from start to finish and that person wouldn’t notice. The Makers wouldn’t even care, having moved their attentions on to other points in the tapestry.

What we would consider to be an individual Maker is small and wizened, like a baby. Its skin is a sort of purple-grey colour, and its head is bigger than its body. The face is wide, as if it has been stretched. Its head sticks out a little where ears would normally be, and it has no nose, just a pair of nostrils which are no more than two slits at angles to each other. A Maker’s eyes are huge, with lids that open sideways but don’t blink. The eyes themselves are bright yellow, like headlights. The wizened body has two scrawny arms and legs. Each hand has three fingers and a stumpy little thumb. A long, thick tail curls from the base of its spine.

When a Maker travels the dimensions, it is in a small egg-shaped capsule in which the Maker lies in a nest of wires. They can manipulate time and space with ease and control matter with the power of their minds. A Maker has telekinetic ability beyond that of almost any other species, enough to create their capsules, synthesise food and water, or even construct entire cities from raw materials. They can also influence the minds of other creatures to a limited extent.

MAKER

AWARENESS	6	PRESENCE	5
COORDINATION	2	RESOLVE	20
INGENUITY	5	STRENGTH	1

SKILLS

Convince 2, Knowledge 7, Science 3, Technology 5, Transport 4

TRAITS

Alien
 Alien Appearance
 Alien Senses – A Maker’s senses extend into other dimensions
 Clairvoyance
 Empathy
 Forcefield (Major)
 Hypnosis (Minor)
 Networked (Major)
 Postcognition – As Precognition, but sees into the past
 Precognition
 Psychic
 Size – Tiny (Minor)
 Telekinesis
 Telepathy
 Vortex
 Weakness (Major) – Injury to one Maker is experienced by all

TECH LEVEL: 10

STORY POINTS: 4-6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE MAKERS II *(Half-life)*

The Makers are a parasitic race. They have no connection to the multi-dimensional gestalt entities which were coincidentally dubbed “Makers” by a pair of humans who didn’t know their true name (see V93).

The parasitical Makers have several true forms but are usually attached to a host body, which they term a carrier. The true form encountered by the Doctor is a small, Y-shaped organism about the size of an outstretched hand, like a three-legged starfish. It is blue or black, ribbed and sort of metallic, but looking grown rather than manufactured. When using a humanoid carrier, the Maker attaches itself to the chest, just below the neck.

Anyone touching a Maker must make a contest of Presence + Convince or be paralysed as the parasite takes control of their body. If they fail, they can still see and hear, but with an odd leadenness to it all, as though looking through sunglasses and wearing earmuffs. They can hear the Maker speaking to them in their mind, as it informs them what is happening to their body.

A Maker first takes control of the nervous and muscular systems, then the cardiovascular and endocrine systems. As control is consolidated, the carrier’s own persona is displaced and begins to fade, though fragments may remain for up to a day. Meanwhile, the Maker manipulates the carrier’s DNA to improve their physiology and physiognomy, improving strength, reflexes and senses. Although they cannot create extra mass, they can redistribute existing mass to change the carrier’s appearance, making them taller or shorter, fatter or thinner, or changing the facial features. Makers communicate primarily through rapid pigmentation shifts and patterning, and the chromatophores in the carrier’s skin and hair are adjusted to allow this.

The Makers have used lower animals as carriers, but only temporarily as they lack the refined control of their own musculature, or their brains are inconveniently structured. So sentient species are preferred. Makers grow organic, sentient bioships to fight on their behalf. They integrate themselves into the local biosphere, absorbing organic material with which to create all manner of hostile creatures as weapons. Their weapon of last resort is the Gaian Phase, an energy wave which they release across a planet to break down all organic matter and recreate it into one huge organism, including the bioship. Although they have self-awareness, bioships are enslaved by their programming.

In the 61st Century, the Makers are at war with a mysterious race known as the Oon. Very little is known about them, except that they operate on very literal principles. Everything is black and white to them, with no shades of grey in their dealings with outsiders. There are tales of immense, crystalline, living cities on their world, or it may be that the cities are the Oon themselves. The Oon are powerful, intelligent and implacable. But the reasons for their conflict with just about every species they encounter is unknown. It is suggested that the Oon’s actions are motivated by something that in other races would be called “religion” or “faith”.

MAKER



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

SKILLS

Convince 3, Knowledge 3, Science 1, Subterfuge 4, Survival 2, Technology 4

TRAITS

Adversary (Major) – The Oon

Alien

Alien Appearance

Possess

Shapeshift (Special) – Anyone possessed by a Maker gains up to 6 points which can be used to improve Attributes and buy new Traits, as the Maker tinkers with their DNA and changes their appearance

Size – Tiny (Major)

TECH LEVEL: 6

STORY POINTS: 4-6

MAKER BIOSHIP

Attributes: Awareness 4, Coordination 1, Ingenuity 3, Presence 4, Resolve 5, Strength 4

Skills: Convince 1, Craft 5, Fighting 1, Marksman 2, Survival 6, Technology 4, Transport 4

Traits: Alien, Alien Appearance, Alien Organs (Special), Enslaved, Environmental (Minor: Can survive in the vacuum of space), Fast Healing (Special) Flight (Major: Includes interstellar capability), Psychic, Replication (Special: Can create new lifeforms from organic matter), Scan, Size – Colossal, Special – The Gaian Phase (by sacrificing its own identity, a bioship can release an energy wave to restructure all life on a planet into a single organism), Telepathy, Transmit

Tech Level: 6

Story Points: 3-5

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MARNAL (*The Gallifrey Chronicles*)

When Marnal Gate died in bed in 2005, he was a very old man. When he regenerated into a brown-eyed young man, it was very much to the surprise of his nurse, Rachel Rowley (see A77). Marnal was the pen-name he had used during his life of writing science fiction novels, and Gate was the surname of his adopted mother, who was also the mother of Penelope Gate (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*), a Victorian time traveller who had met the Seventh Doctor. As an author, Marnal had been a friend of H.G. Wells and had been writing before the term “science fiction” had even been coined.

When his regenerated, all of Marnal’s long-lost memories returned. He remembered that he was a Time Lord. He remembered that he had been a Castellan. He tried to remember Gallifrey, but couldn’t even put a name to it. Later, when he created a bottle universe (see G5) and used it to find out what had happened, he realised that his home planet had been removed from history by the Doctor.

To add insult to injury, it was also the Doctor who had stolen Marnal’s TARDIS back when he had first fled from Gallifrey. This was long after Marnal had suffered his amnesia and woken on Earth in the care of Mrs Gate, not knowing who he was or where he came from. Nevertheless, the Doctor’s TARDIS used to be his, and Marnal wants it back! Lacking a TARDIS, Marnal has since been using his bottle universe to track the Doctor’s movements and monitor his adventures.

Marnal also remembers that, in addition to the four human daughters he has from his wives’ previous marriages (whom he dismisses as parasites), he had a son on Gallifrey. His son even visited him on Earth back in the 1970s, though Marnal wasn’t clear who he was at the time.


SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The events surrounding Marnal’s disappearance from Gallifrey also involve the Doctor, or his family at least. Marnal had been one of a trio of Time Lords sent to destroy a temporal cicatrix in the Shoal, a two thousand light-year long asteroid plain clinging to one percent of the Galactic rim. As a result of which, he was the first to make contact with the Vore (see V150).

On his return to Gallifrey, Marnal confronted the Doctor’s father, Ulysses (see A85), and his companions about their activities and threatened to expose them to the High Council. As this could have repercussions on the future of Gallifrey and the War in Heaven (see A54), Ulysses knocked Marnal out and wiped his memories. He was then deposited on Earth in 1883 to be looked after by the mother of Penelope Gate, Ulysses’ wife.

After that, Marnal lived a human life, becoming a moderately successful author before dying of old age and regenerating. He has been robbed of his life, his position, his planet and his

MARNAL



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

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

TRAITS
 Boffin
 Code of Conduct (Major) – The defence of Gallifrey
 Face in the Crowd
 Feel the Turn of the Universe
 High Office (Special)
 Obsession (Major) – Revenge on the Doctor
 Psychic
 Technically Adept
 Time Lord – But can’t regenerate as he’s already in his final incarnation
 Time Lord – Experienced x12
 Time Traveller (Special) – All Tech Levels
 Voice of Authority – Has a +3 bonus rather than the usual +2
 Vortex

TECH LEVEL: 10

STORY POINTS: 6

TARDIS, and the Doctor is going to pay!

An interesting aside is the possibility that Marnal’s son is the Doctor’s former friend and frequent enemy, the Master.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MARTIN OF FRANTIGE TWO *(The Tomorrow Windows)*

If you passed Martin in the street, you'd have no idea was he's the mastermind behind a plan that has caused the deaths of billions. He is a young man with large, wide eyes, untidily dressed, often in unwashed jeans and unironed T-shirt, and wearing John Lennon spectacles. His accent is hard to place. Martin is actually from Frantige Two, a planet in the back-of-beyond of the outer spiral. It's a very quiet place with a population of only a billion. The people are classed as pseudo-terrans and are blessed with extraordinarily protracted lifespans. Despite appearances, Martin is fourteen thousand years old.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Martin has discovered a way of becoming vastly wealthy at very little cost and with very little effort. A thousand years ago, there was a booming market in buying and selling undeveloped worlds. Then Galactic Heritage (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*) came along, placed all the primitive planets under their protection and the bottom fell out of the market.


Martin bought up a hundred or so planets at rock-bottom prices, using the Galactic Heritage list of protected planets as a guide as to which to buy. He even bought the Earth from a Navarino time-share salesman who was going through a messy divorce. Martin then hired well-known (and very loud) actor Prubert Gastridge to visit each of these worlds and proclaim himself their god. Being primitive places, they generally believed Gastridge, allowing him to introduce them to several new concepts from a script written by Martin. Concepts like organised religion, daytime television, the cult of celebrity, war, genetic modification, capitalism, racial intolerance, blame culture, tabloid journalism and text messaging.

The end result was that he unwittingly introduced selfish memes to the worlds he visited, sending them on a downward spiral of self-destruction. At the end of the process, the locals generally blow their planets up, removing them from Galactic Heritage's protection and allowing Martin to auction whatever is left for huge returns.

It's taken Martin a thousand years, but by 2004, Earth, Shardybarn (see *L91*), Valuensis (see *L97*) and many other worlds are approaching the tipping point on the road to self-destruction. Except that Charlton Mackerel (see *A31*) has started using his Tomorrow Windows (see *G22*) to show these planets a better future and save them from annihilation. In order to secure his fortune, Martin has decided that Charlton Mackerel must die!

To enforce his plans, Martin has used block transfer computation to generate two-dimensional pseudo-forms called Ceccecs. Back in his rented apartment aboard a space station, Martin has a control panel that can send Ceccecs wherever he wishes. They appear as flickering lines of static that thicken into monochrome images of sepulchral men in dark, long-tailed suits, like pall-bearers. Ceccecs float dreamlike as if superimposed on reality. They have no faces, just dark hollows for eyes and mouths. Seen from the side, they virtually vanish, being only two-dimensional.

MARTIN



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

SKILLS
Athletic 1, Convince 3, Knowledge 4, Marksman 2, Subterfuge 1, Technology 2, Transport 2

TRAITS
Face in the Crowd
Selfish
Wealthy (Major)

EQUIPMENT
Door Handle [Traits: Teleport, Restriction – Only opens a door to and from Martin's pad. Story Points: 2.]

TECH LEVEL: 7
STORY POINTS: 8

Martin carries a small chrome bar like a door handle. When operated, it opens a rectangular portal which he can step through back to his apartment.

CECCEC

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

Skills: Fighting 2

Traits: Dependency (Major: Without commands broadcast from Martin's control panel, the Ceccecs fizzle away to nothing), Environmental (Major: Can survive in most environments), Fear Factor 2, Immune (Physical damage), Invisible (Major Good), Natural Weapon (Minor: Electrical Touch – Strength +2 damage), Robot, Slow, Teleport (Ceccecs manifest wherever the control panel directs)

Tech Level: 7

Story Points: 1-2

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MARWOOD TEMPLARS (*DWM – Endgame, Tooth and Claw*)

The Knights Templar (often simplified as just ‘the Templars’) were a Christian military order famed for their involvement in the Crusades, their white garments with red crosses becoming an iconic image. Although known for their fighting prowess, some may be surprised to learn that at least ninety percent of their members were non-combative and responsible for managing a large economic infrastructure throughout Christendom. It’s believed that their innovative financial techniques were one of the earliest forms of banking, their vast network of commanderies arguably forming one of the world’s first multinational corporations. When the Holy Land was lost in the Crusades, support for the Knights Templar waned and many of its members were tortured into giving false confessions of misdeeds and burned at the stake. This was mostly driven by King Phillip IV of France, who was deeply in debt to the group.

In modern times, many of their rich, decadent descendants work as accountants and continue the name as a secret society, with few bothering to learn swordplay themselves. Except for Marwood: this 20th-Century descendant lacks a true code of honour, yet desires valour. Marwood and his fellow Templars fell in thrall to the Celestial Toymaker after losing a game of canasta while searching for a treasure (see *G12*) looted by their ancestors.

Marwood serves the Toymaker as a butler-cum-bodyguard, his dutiful, posh personality contrasting with his master’s antics. For this job, he’s been provided with a ray gun, a horse and a hunting party of four. Fitting the Toymaker’s sense of humour, these traditionally English red-coated huntsmen are bestial fox-men. Their names are Rufus, Reynard, Basil and Grum. Marwood is genuinely attached to his hunting party and would become distraught if harm came to them. He doesn’t understand that he and his party are just as much game pieces to the Toymaker as everyone else. Interestingly enough, Marwood has been given a remote control which can activate traps in the Toymaker’s realm. While seemingly a mechanical device, it is imbued with more abstract power over the Toymaker’s dimension.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor and Izzy (see *A12*) are surprised to run into another Marwood on Varney’s island in 1939 (see *V147*). This one is a gregarious and rich dilettante mixing in criminal circles and is the grandfather of the Marwood they’d previously met. A thoroughly posh twit, he annoyed Izzy with his obnoxious flirting, and taunts from the Doctor about her becoming the future Marwood’s grandmother were not appreciated! While enjoying a macho image and his unsavoury family legacy, this Marwood ultimately finds killing distasteful. As strange circumstances make strange bedfellows, he ended up saving Izzy’s life from a vampiric monkey butler with a well-timed throw of a painting (“Discus medal at Eaton!”) and revealed a slightly kinder side. It’s unknown if he survived the

events on the Island, but he seems to have been in quite a few absurd scrapes before, a notable one apparently involving the Portuguese Prime Minister and an elephant.

MARWOOD (1990s)

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

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 1, Fighting 3 (AoE: Swordplay), Knowledge 2 Marksman 2, Subterfuge 1, Survival 1, Technology 1, Transport 1

TRAITS

Animal Friendship
Arrogant
Epicurean Tastes
Friends (Minor) – The Knights Templar
Menacing
Obligation (Major) – The Toymaker
Obsession (Minor) – His heritage
Wealthy (Major) – As well as being personally rich, the Knights Templar possess many stolen treasures

EQUIPMENT

ACME Ray Gun: L(4/L/L) Damage
Broadsword: Strength +2 Damage
Remote Control [Traits: Transmit (see text). Story Points: 1.]

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

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

The Marwoods inspire a solution to a problem some GMs could have with adjusting Doctor Who's "wanderers" set-up to gaming. Many gamers enjoy the texture that recurring NPCs bring to a campaign. But without NPCs having their own means of travelling through time and space, your crew are stuck revisiting the same location in order to bump into them again. Separate NPCs across time being members of one family tree (with key details in common) brings an interesting compromise: they flesh out a part of your PC's own universe and can appear unexpectedly.

MARWOOD (1930s)



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

SKILLS

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

TRAITS

Arrogant
Attractive
Brave
Epicurean Tastes
Friends (Minor) – Established in seedy social circles, the Knights Templar
Silver Spoon
Wealthy (Major) – As well as being personally rich, the Knights Templar possess many stolen treasures

EQUIPMENT

Revolver: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

VULPINE HUNTSMAN



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

SKILLS

Athletics 3 (AoE: Horsemanship), Fighting 2, Marksman 3, Subterfuge 1, Survival 3

TRAITS

Alien Appearance
Devotion (Minor) – Marwood
Fear Factor 1
Keen Senses (Major)
Natural Weapon (Minor) – Sharp Teeth and Claws: Strength +2 damage
Tough

EQUIPMENT

Riding Crop: Strength +1 Damage

TECH LEVEL: 5

STORY POINTS: 2-3



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE MASTER (*The Fallen, The Glorious Dead*)

When the Master was sucked into the Eye of Harmony in the Doctor's TARDIS (see *The TV Movie*), his scant remains were spat out into the Vortex. He was sent plunging through history until he was eventually rescued by Esterath, the controller of the Glory, the Omniversal Spectrum at the heart of the multiverses. Esterath was dying and needed to select his replacement.

Esterath revealed the majesty of the Glory to the Master, only to send him hurtling back to Earth and into the body of a recently deceased vagrant preacher in Brixton, perhaps to teach him humility. Esterath then transported the Master to witness the journeys of the Doctor. In the meantime, part of the Master's essence survived within the TARDIS. His symbiotic nuclei has infected its systems and spread like a virus throughout the ship. The Master has been able to direct the Doctor's travels in order to undermine his self-confidence in advance of their coming duel to control the Glory.

The Master's new body is that of a nondescript, middle-aged black man with a receding hairline and a lined, careworn face. It is easy for him to slip into the background and pass unnoticed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In his new body, the Master manipulated the history of Earth, guiding a man granted immortality by the Doctor's actions to become Cardinal Morningstar (see *V81*), Holy Leader of the Church of the Glorious Dead and Supreme Leader of Dhakan, a version of Earth which founded an interstellar empire in the 20th Century.

Naturally, the Doctor defeated the Master, who was then banished to an unknown time and place by Kroton (see *A15*), the new controller of the Glory. But he may be encountered again in this body. Eventually though, the Master found that it began to decay, forcing him to

transfer his mind to another body and another, again and again. It seems that no matter how many times he acquires a new body, it soon begins to regress back to his decaying form of old.

THE MASTER

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	6
INGENUITY	9	STRENGTH	3

SKILLS

Athletics 2, Convince 6, Craft 3, Fighting 3, Knowledge 6, Marksman 3, Medicine 3, Science 5, Subterfuge 5, Technology 4, Transport 3

TRAITS

Adversary (Major) – The Doctor
 Boffin
 Control (Special) – This version of the Master has an innate control over the Doctor's TARDIS
 Face in the Crowd
 Feel the Turn of the Universe
 Hypnosis (Major)
 Indomitable
 Technically Adept
 Time Lord – The Master is currently in a stolen body, so cannot regenerate or use many of the Time Lords' abilities
 Time Lord – Experienced x13
 Time Lord Engineer
 Time Traveller (Special) – All Tech Levels
 Voice of Authority
 Vortex
 Vortex Born
 Wanted Renegade

EQUIPMENT

Tissue Compression Eliminator: L(2D6/L/L)

TECH LEVEL: 10

STORY POINTS: 7

THE GLORY

The Glory is the wheel upon which reality turns. It is the essence of all. The Vortex is only a tiny tributary flowing into the ocean of reality. All the multiverses and dimensional planes are but part of the totality of existence: the Omniversal Spectrum. The Glory is the focal point of the Spectrum. It keeps the structure of the omniverse whole, though it requires a living consciousness to maintain it. The controller's lifespan is extended to near infinity, but it is still finite. When they approach their end, a new controller must be selected or the Glory will also perish. Two opposing candidates (or their champions) chosen by the incumbent controller must battle using the power of the Glory itself. Their forms adapt naturally to each reality they enter, and they can manifest weapons and defences from their willpower alone. Although the combat appears physical, it requires contests of Presence and Resolve, rather than Strength and Fighting, and damage is equivalent to Presence or Resolve. The winner will become controller of all reality.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MASTER JOHN KINCAID (*The Witch from the Well*)

In the England of the 1650s under the Protectorate of Oliver Cromwell (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), Master John Kincaid is Parliament's appointed jurisconsult, its expert on law in matters of witchcraft. In the terms of a layman of the time, he is a witch-pricker appointed to investigate reports of witchcraft, determine its causes and, if necessary, execute those who confess to practicing magic.

Like many appointed by Parliament at this time, Kincaid is a puritan. He is a cruel man driven by divine certainties, seeing the rule of God to be of paramount importance. Kincaid is a man who sees the influence of Satan everywhere and seeks to purge the Devil's evil from the world and save the souls of the just. He has heard reports from France and the Low Countries of whole villages which have fallen from grace and fears that the same may happen in England if he were not ever vigilant.

In Kincaid's view of the world, strangers are not to be trusted. In cases where the mark of the Devil has been found, it is his experience that those who fell under Satan's influence were not corrupt until strangers came upon them and whispered the Devil's call, spreading their infernal doctrines of wickedness. Strangers are full of guile and demonic charm, against which Kincaid is wary. Evil is not only to be found in deeds, but also in the very thoughts of men who seek to question the order of things. By their questions and their strangeness may ye know the servants of the Evil One!

Kincaid is convinced that corruption and blasphemy will infect the land like a new plague if they are allowed to take root. They must be contained. They must be cleansed. Indeed, according to Master Kincaid, the seed of Satan has been planted in every sinful heart. It is his task to sow salt and lead the holy back to righteousness and to strike down the damned without mercy. He is dedicated to doing the Lord's work!

Kincaid is not a man to compromise or show mercy. His work is too important for weaknesses such as these. In his travels across England, he is accompanied by a score of mercenaries, deserters from Parliament's army who have taken Master Kincaid's coin and are little more than thugs. The interrogation of the witch-pricker's suspects takes a strong stomach and he needs men who will not flinch when he orders them to use the branding-irons to get a confession. In these matters, Master Kincaid has the full weight of Parliament's authority to take whatever actions he considers necessary, no matter how personally unpleasant they may be.

Of course, those who confess to being in the employ of the Devil can expect no mercy from Kincaid. The usual sentence for these ungodly wretches is hanging or burning at the stake. But unlike torture, Kincaid does not remain to witness the burning of witches, trusting in his men to carry the sentence out. During his career, the witch-pricker has seen many burnings and, contrary to common belief, he takes no pleasure in them.

MASTER JOHN KINCAID

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

SKILLS

Athletics 2, Convince 4, Fighting 2, Knowledge 4, Marksman 2, Transport 1

TRAITS

Authority (Major)
Brave
Code of Conduct (Major) – Puritan values
Menacing
Single-Minded (Major)
Stubborn
Voice of Authority

TECH LEVEL: 3

STORY POINTS: 6



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MAXWELL CURTIS *(Time Zero)*

Maxwell Curtis gained fame and fortune through a very singular ability. Under the stage name “The Great Attractor”, he could make objects move towards him with no physical contact. But by 2002, having made his millions, he lives the life of a recluse, tucked away in his mansion with only his ever-present valet Holiday and a few other staff for company. Curtis still involves himself in affairs beyond his own four walls. He funds scientific research. The details aren’t widely known, but they’re no particular secret either. Maxwell Curtis is the sponsor of the Naryshkin Institute (see L73) in Siberia, where he is funding research into the creation of an optical black hole.

Curtis is a slight man, not tall, but there seems to be a weight about him that defies explanation, and his house and furniture are all strengthened. His face has a habitual pinched look, as though his mind is always focussed on something. Even light seems to behave oddly in his vicinity, flowing over and around him as if desperate to illuminate him. For Curtis has a very unusual secret. One that could spell destruction for the Earth.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Maxwell Curtis is turning into a black hole. The nascent molecules needed for this have been in his brain his whole life. At first, the change was gradual. Curtis found he could draw matter towards him, and he felt himself getting slowly heavier over the years. But with concentration, he could control it, keep it in check. By letting the black hole within him out, his head becoming obscured by a black void, he could drag a victim in and feed off their life force to bolster his own personality as they cross the event horizon. The process leaves only a tiny, black peddle of matter behind, super-compressed so that its mass makes it feel fixed to the floor.

Curtis is not an evil person. For a long time, he didn’t know what was happening to him, and he tried his best to minimise the damage and deaths he caused. But he knew that he was becoming more dangerous. Then he was contacted by a stranger who told him what was happening, and that if it wasn’t stopped, he would eventually destroy the world. The stranger also told him how to go about seeking a cure and where. So Curtis set up the Naryshkin Institute in Siberia in the hope that its research would find a way to reverse his change. The stranger became his manservant, Holiday... but his real name is Sabbath (see V122).

Sabbath is aware of the ice-cave beneath the Institute and of the time envelope in which George Williamson (see A50) is trapped there. George has inadvertently extended the envelope further into history, and using this Sabbath intends to send Curtis back to Time Zero (see L73), which Curtis believes will cure him as it’s before the nascent molecules in his head came into existence.

MAXWELL CURTIS

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

SKILLS

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

TRAITS

Fame (Minor)

Obsession (Major) – The black hole experiments

Special – Living Black Hole: Whenever Curtis lets the black hole within him out (or he fails a Resolve + Strength roll if distracted or under stress), all matter near him will be pulled towards the void where his head was (currently equivalent to Strength 10, but increasing over time). Anything dragged into the void is automatically destroyed, crushed to a near singularity. Curtis gains 1 Story Point for each living thing killed in this way. He is also far heavier than a normal human of his size and getting heavier.

Voice of Authority

Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 8

Sabbath’s real objective is that the release of Curtis’s energy at Time Zero will wipe out all the multiverses that came afterwards, leaving only a single, orderly timeline. This is the goal of Sabbath’s secret masters: ultimate control, with no variance, no alternate universes, no free will.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE MEMEOVORE *(The Taking of Planet 5)*

When the Time Lords sealed Planet 5, the fifth planet of Earth's Solar System, in a time loop twelve million years ago, they were attempting to lock the Fendahl in. The attempt failed though, as the Fendahl had escaped by turning itself into psionic energy beamed at the inner planets, eventually (and briefly) reviving on Earth in the 1970s (see *Image of the Fendahl*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In any case, the Celestial Intervention Agency had altered the nature of the time loop. They sensed that the Fendahl, a creature that was unrivalled in its destructive ability at that time, was a potential future asset. So the CIA reached back in time to the planet as it was just before the Fendahl came into being, and ran its history forward as an accelerating time spiral. From the outside, it appeared simply to be a time loop. But within, millions of years of further evolution transpired in nanoseconds.

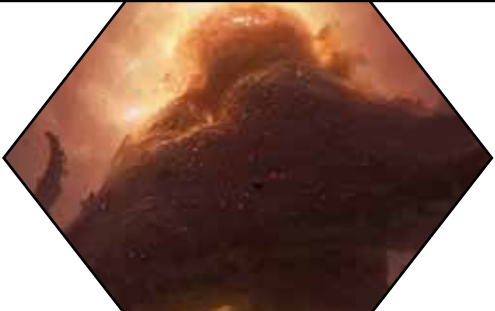
By the time the Fendahl had eaten every other lifeform on Planet 5, something else had evolved to prey upon it. A predator designed to eat the thing that eats death. The time spiral continued beyond the cut-off date the CIA had envisaged for the forced-evolution experiment. The Fendahl predator had eaten the Fendahl, and the Fendahl had eaten everything else, ended every life and absorbed all energy and matter right down to the deep structure of virtual particle production. But the predator was none of those things. It might best be thought of as an unusual form of space, just a hideously avaricious one.

The Fendahl predator is a Memeovore, a devourer of meaning. Specifically, it feeds on the energy released during the collapse of probabilities caused by observation. It does not harm stars or planets; it leaves infrastructures and technologies intact for plundering. From the vantage point of the Celestis (see *V19*), a future offshoot of the Time Lords, if the Memeovore could be deployed strategically, it would be a marvellous limited weapon.

By the time that the Time Lords, unknowingly manipulated by the Celestis, broke through the time loop and released the Memeovore, it had grown far more powerful than the Celestis realised. It is capable of reaching across time and space and devouring meanings and concepts. In 2012, its touch caused New York firemen to laugh and call for marshmallows to toast, unable to connect the spectacle of the fire with the suffering of the victims caught within it. In the Nepotism of Vaal in the 50th Century, where family is all, people rose one morning to view their nearest and dearest as imposters and interlopers. On worlds bound by ideologies or rituals, civilisation floundered as people forgot what their iconographies meant or why rules should be followed.

In the Memeovore's wake, a billion souls lay on ground whose textures they could no longer understand, unable to think, unable to feel, unable to hear their own screaming madness as anything

more meaningful than white noise. And in Mictlan, the city of the Celestis, constructed as a purely conceptual space outside the universe, the Memeovore could devour it utterly, removing it from existence. Even against physical prey, it could consume the concepts of life and death.

MEMEOVORE			
			
AWARENESS	4	PRESENCE	4
COORDINATION	5	RESOLVE	5
INGENUITY	1	STRENGTH	10
SKILLS Fighting 3, Survival 5			
TRAITS Alien Alien Senses – Able to home in on the most complex conceptual structures to feed on (usually brain activity) Aura x3 – Insanity Delete, Area Effect x4 – By destroying concepts and meaning, the Memeovore can devastate civilisations and destroy conceptual entities Environmental (Major) – Can exist unprotected in a wide range of environments, including deep space and the Vortex Fear Factor 4 Immunity – The Memeovore is immune to pretty much any standard weaponry; only reality-changing attacks or damage on a colossal scale could possibly affect it Invisible Size – Colossal Vortex			
TECH LEVEL: N/A			
STORY POINTS: 8			

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE MICRON *(The Tomorrow Windows)*

The Micron are not lacking in confidence, nor ambition, nor self-aggrandisement. They are the Great, the Huge, the Mighty Micron, and they will not be intimidated!

The Micron are ruled by the four great leaders of the Micron Domination Council, who meet in the council chamber, a severe, stark room containing a circular table with a chair at each point of the compass. In the North chair sits the Extraordinary Micron, elderly and with a tarnished exo-skeleton. In the West chair sits the Influential Micron, the only female member of the council, who has laid countless pulsating Micron eggs, a hundred or more at a time. In the South chair sits the Fabulous Micron, the most junior of the four council members. And in the East sits the leader himself, the Unbelievably Fantastic Micron.

Each Thursday, the council convenes to discuss their imminent conquest of the known Universe. All other species are inferior and must yield to the might of the Micron! They must beg for mercy! One day, they will see the power of the Micron and bow down before them! All this is beyond doubt to the Micron. It is their destiny to rule the cosmos.

The Fabulous Micron, the most junior of the council, once had the temerity to question how this could be achieved. The problem is that the entire Micron race is in denial. They do not have an inferiority complex, and the fact that they are only one millimetre tall insects has nothing to do with it! The reason the Micron give themselves such hyperbolic titles is because they are the most powerful race in the Universe, not because they have anything to prove!

The truth is, the Micron do feel intimidated. They have material wealth and technology and a sophisticated culture. In many ways, they *are* superior to other species. While the lifespan of a Micron is brief, lasting only two or three years, they experience time proportionately quicker, meaning that other races seem sluggish and dull-witted.

The truth is the Micron want to be bigger. In terms of military influence, they are somewhat... at a disadvantage (none of them want to use the words “diminutive”, “insignificant” or “puny”). So, instead of going to war, the Fabulous Micron proposed an alternative plan, one which the Micron are pursuing with gusto. What they lack in physical size, they more than make up for in terms of economic muscle. Instead of conquering the Universe, they intend to buy it, one planet at a time if necessary!

In order to interact with other races, to attend planetary auctions and bid and buy worlds, the Fabulous Micron is carried on a gold-braided cushion by two oiled and bronzed men in togas and armour, looking like parodies of Roman legionaries. On the cushion is a small glass hemisphere beneath which the Fabulous

MICRON

AWARENESS	3	PRESENCE	1
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	NA*

*A Micron automatically loses any contests of Strength against larger-scale creatures.

SKILLS

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

TRAITS

Alien

Alien Appearance

Environmental (Minor) – Can breathe methane atmospheres

Invisible (Major) – The Micron’s tiny size provides a -2 penalty for anyone trying to spot it (in addition to the penalty provided by its Size Trait)

Quick Reflexes

Size – Tiny (Major)

TECH LEVEL: 7

STORY POINTS: 1-2

Micron sits, giving orders to his attendants through a microphone linked to their earpieces. They in turn speak on his behalf. A magnifying glass is needed to see the Micron. Just be careful not to get any sun on him!

MORGS *(Doctor Who and the Nightmare Game)*

Delchester United was doing great at the start of the 1976/1977 football season, even being up for a shot at the cup! Then, the club was bought by Frank and Milo Shakespeare. In interviews, the brothers claimed they were introducing the team to new training techniques. But it wasn't long until the team started playing terribly, losing games 6-0. Formerly beloved star player Ray Stobbs became a joke, the team's supporters even joining in with the opposing team's chants at his embarrassing failures.

The Shakespeare brothers are suspicious characters. But what's their connection to the para-static Vortex Beam millennia ahead of Earth's technology that can pull a TARDIS to the middle of the football pitch? Are they connected to those growling reptilian beasts that spit acidic bile at anyone investigating the area? Are they aware of that gigantic gooey mass of living flesh in the ground's storeroom, that's growing into a mess of mechanical components?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

By an odd quirk of nature, a single-celled organism evolved to be able to absorb all others on its home planet. Eventually it became a gigantic, immortal, gooey mass capable of shapeshifting and splitting itself into multiple parts. Over the millennia, it became vastly intelligent and named itself the Morg, eventually adapting itself to be able to travel in space. It didn't want anything so minor as to rule or conquer the Universe, merely to absorb every other living organism in it.

Eventually, the Morg stopped invading planets directly, instead splitting into agents to seed itself throughout the Universe. Milo and Frank Shakespeare are one such team, assigned to Earth. The seeding parties consist of differently tiered organisms. The brothers themselves are capable of intelligent and independent thought and possess great shapeshifting and telepathic power. Under their command are “Lesser Morgs”, the aforementioned reptilian creatures, which are used as muscle. The Lesser Morgs are only capable of shapeshifting in terms of stretching their bodies; they’re not able to take on the forms of other species. As they’re all part of one shifting bio-mass, the brothers have the ability to alter the Lesser Morgs’ physiology to their whims. This includes combining multiple Lesser Morgs into their most deadly weapon, the “Killer Mass”, the combined creatures’ brains driven into a primitive state, mindlessly desiring only to kill. This is something that even the agents are loathe to do, as it could even attack them.

The seeding party's primary goal is to grow a "Nukaryote", an organic creature slowly grown around machine parts, a synthetic replica of the Prime Morg's own biology. Once it's fully grown (which can take centuries after being planted), the Nukaryote is transported back to the Prime Morg and absorbed into it, making the Prime Morg an even larger creature. The Nukaryote is non-sentient, but still possesses a great hunger. While it may catch you

PRIME MORG



AWARENESS	8	PRESENCE	10
COORDINATION	8	RESOLVE	8
INGENUITY	8	STRENGTH	7

SKILLS

Knowledge 10, Science 10, Survival 10, Technology 10

TRAITS

Additional Limbs – Tentacles can be used as arms or legs

Alien

Alien Appearance

Environmental (Minor) – Capable of surviving in space

Fast Healing

Fear Factor 4

Flight (Major) – Including interstellar capability

Hypnosis (Major)

Obsession (Major) – Absorb every cell in the universe

Psychic

Size – Colossal

Telepathy

Wanted (Major) – By galactic authorities

Weakness (Major) – If originating cell is damaged at all, the Prime Morg's body completely breaks down

TECH LEVEL: 7

STORY POINTS: 6

in a fierce, tentacled grip, throwing something its anatomy isn't prepared for (such as processed junk food) into one of its gaping maws would likely give you the chance to escape.

The agents have been growing the Nukaryote in the storerooms of the Delchester FC ground and hypnotising the football team into a slave force to nurture the creature at night, explaining their exhausted performance in matches.

Currently, the Prime Morg is the size of a small city. Its insides are just as spacious, naturally forming eerily large hallways and rooms. Powerful as it is, the entire creature's genetic structure would explode (literally) if the single cell that started it all was damaged. But good luck finding the chance to cause this!

MORG AGENT



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

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

EQUIPMENT

Various bio-tech gadgets taken directly from Prime Morg's body. These allow Agents to use Traits from the Prime Morg they don't possess, such as its Hypnosis.

TECH LEVEL: 7

STORY POINTS: 2-3

LESSER MORG



AWARENESS	2	PRESENCE	2/4*
COORDINATION	2	RESOLVE	2/4*
INGENUITY	1	STRENGTH	4/8*

TECH LEVEL: 7

STORY POINTS: 2-4

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NATHANIEL CHILTERN (*Camera Obscura*)

In London of the 1890s, Dr Sebastian Chiltern is one of the most respected alienists of the age. His clinic is renowned all over Europe. Many of its wealthy clients go there simply for a rest or for water cures. However, the clinic also has a ward for its more disturbed patients. People from more affluent families who can afford something other than a state institution. It's all very respectable.

Dr Chiltern is a tall, gaunt figure. He is a fair-haired man of around forty, with an expressive mouth and faded, near-colourless eyes. His clinic is a large place with extensive grounds. At night, when it is mostly quiet, Chiltern is aware of how large the clinic's house really is, how ancient and full of secrets. He's never even been through the whole place himself. Possibly there are rooms which haven't known light for centuries. When Dr Chiltern is away, his associate Mr Mayview takes over his duties.

Sebastian Chiltern is one of a pair of identical twins. His brother, Nathaniel, is mad, violent and deluded. Sebastian has had to keep him locked away in the secure area of the clinic for his own good. But he hopes to be able to cure him someday. Dr Chiltern believes that in the future, everything will be curable with an operation, even mental disorders. In the meantime though, Sebastian harbours the highly unscientific notion that, in their mother's womb, he somehow stole Nathaniel's sanity from him, and he feels intense guilt over it.

Despite his respectability, Dr Chiltern visits the opium dens of London's Chinatown to relax and calm himself. He also attends séances, but in a professional capacity. He suspects that some mediums, rather than being fakes or genuine psychics, have multiple personalities, and he wishes to study them to further his research into the subject.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Nathaniel Chiltern has swapped places with his brother. While he poses as Dr Sebastian Chiltern, the prominent alienist, the real Sebastian is locked up in the clinic as Nathaniel.

Sebastian's guilt over his brother's condition caused him to consider a very unorthodox course of actions. He had heard of a marvellous machine (see *G21*) being exhibited at a travelling fair. A machine incorporating several mirrors in which the past or the future could be viewed. Sebastian guessed that the machine could do far more than see the future, that it could possibly allow a person to step through and into that future. He believed he could use the machine to take Nathaniel into a future in which his brother could be cured.

So one night, he stole the machine from the fair and had it taken back to London. Except that one of the mirrors had been removed for cleaning and the machine he stole was incomplete. However, the design of the machine meant that this was not apparent to

NATHANIEL CHILTERN

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

SKILLS

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

TRAITS

Doppelganger – His twin brother Sebastian

Eccentric (Major) – Insane

Networked (Major) – The other Nathaniel

Splintered

Weakness (Major) – Any damage inflicted on one Nathaniel is also taken by the other

The monstrous splinter of Nathaniel lacks Doppelganger but has the following additional Traits:

Alien Appearance

Fear Factor 2

Natural Weapon (Minor) – Rose-Briar Tendrils: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 8

Sebastian and he reassembled the components he had. When he activated the machine and sent Nathaniel through before him, something went wrong. Nathaniel was splintered into several different versions of himself. One remained in 1893, while the others were projected through the mirrors and into the future, to 1957. The splinters in the future managed to pull themselves back together and stepped back through to 1893, but pulling an assortment of items with them.

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So there are now two versions of Nathaniel. One is fully human and still mentally unstable. The other has been transformed into a monster, fused with the items both animate and inanimate that were dragged back with him from 1957. This monstrous version of Nathaniel has a rodent's mouth in place of its right eye, snapping open and shut to reveal sharp little teeth. Instead of a little finger, his left hand has a wriggling worm. Sprouting from his rib cage and occupying the space where his left leg should be is a tangled, thick-brired rosebush. It's always in bloom, forever in the state it was when it merged with Nathaniel, and is almost prehensile in nature, able to grasp and scratch and squeeze. Embedded in Nathaniel's back is an electric toaster with its cord extending like a tail. It took him weeks to figure out what this futuristic machine was designed to do. Although Nathaniel hints of other, more personal changes to his body, mercifully he does not reveal them.

Fired with his insanity and filled with hatred for his brother, the two Nathaniels locked Sebastian away. While the human Nathaniel has taken his place as director of the clinic, the inhuman version must remain out of sight. They hope somehow to be able to recombine themselves and restore their humanity. The research into multiple personalities may yet uncover other unfortunates who have been similarly changed by the time machine, possibly being fractured mentally instead of physically, to help them unravel what has happened.

Indeed, Nathaniel's attendance at one séance has revealed the presence of just such a person who has also been splintered in time. Miss Constance Jane is an American medium only recently arrived in England. She is tall and a bit gawky, with a pretty face and a raw American accent. She has brown, unruly hair, and a face which looks unhealthy, possibly consumptive and almost certainly depressive.

Miss Jane may have already possessed a form of psychosis that made her abnormally sensitive to temporal perception. It is her mind rather than her body that has been splintered, shattering her core personality and allowing new ones to grow around each fragment. She is one single being, but fractured so that she can't ever exist all together in the present. One or another of her personalities will always be "out" and the others suppressed, elsewhere in time. They each have their own distinct personalities, some being friendly, others being downright nasty. Miss Jane has a limited control to switch between her personalities during her séances, allowing her to manifest them as her spirit guide, Chief Ironwing, and others, and enabling her to foretell the future. Time travellers will be startled that she correctly predicts world events such as the Great War. They may initially believe that she is a fellow time traveller, but Miss Jane does not remember what has happened to her to make her like this.

MISS CONSTANCE JANE



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

SKILLS

Convince 2, Craft (Medium) 4, Knowledge 3

TRAITS

Amnesia (Minor)

Attractive

Eccentric (Major) – Multiple personalities

Postcognition – see *The Fourth Doctor Expanded Universe Sourcebook*

Precognition

TECH LEVEL: 4

STORY POINTS: 4



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OCTAVE (*Camera Obscura*)

Although the theatre posters proclaim him Octave the Uncanny and show him communing with skull-faced spirits and sharing a drink with the Devil, he is in person an unprepossessing man, thin and sallow with a scanty moustache and a hairline that's receding early. No one ever gives him a second glance when he loiters in the lobby to get an impression of his audience before a show. Although the great Nevil Maskelyne himself had tried to persuade him that he could find fame and fortune in London, Octave explained that he has no dreams of fame and that the money he makes touring the North is sufficient for his needs. It's not precisely true, but then the truth is... difficult.

Octave isn't a natural showman. He's competent enough with his conjuring tricks, but he's uninspired and lacking in stage presence. People arrive at his performances having heard that they will see something spectacular. But the opening acts are not very exciting, and Octave is used to the slowly building atmosphere of disillusionment and sometimes even booing.

But it's the final act that the public come to see: the Illusion of the Time-Travelling Cabinets. Eight tall cabinets are wheeled onto the stage. Octave enters one and, at the same instant, the door of the second opens and out he steps. Octave steps back into the second cabinet and, at the same instant, the door of the third opens and out he steps. And so on along the line of cabinets until he steps back into the eighth and out of the first again. It's a simple routine but devastatingly effective in front of a live audience. There is simply no time for Octave to have sneaked out of the back of one cabinet and into the next in line.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor heard of Octave's act playing in Liverpool in 1893, he was intrigued enough to see the show and ended up on stage as a volunteer checking that the cabinets are indeed empty and that there are no hidden trapdoors. All he could see was that the cabinets are slightly too deep, as though they have a small hidden compartment at the back.

The Doctor initially suspected Octave of being one of a set of octuplets. But the truth is that Octave is the same person having been splintered into eight parts by a misaligned temporal interferometry machine (see *G21*), a time machine that uses a notoriously unreliable process. There are eight identical versions of Octave, the same man splintered like a reflection in a broken mirror.

The man who became Octave submitted himself to the machine out of curiosity. But it malfunctioned and left him divided into eight. The eight have a mental connection with each other. They often act and speak in unison, or complete each other's sentences. They can with concentration act independently, but it's a strain (requiring Ingenuity + Resolve rolls for all but the most basic tasks).

OCTAVE

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

SKILLS

Convince 3, Craft (Stage Magic) 4, Knowledge 2, Marksman 1, Subterfuge 4

TRAITS

Dark Secret (Major)
Face in the Crowd
Networked (Major) – Each other
Splintered
Weakness (Major) – Any damage inflicted on one splinter is also taken by the others

TECH LEVEL: 4

STORY POINTS: 4

Resigned to his fate, Octave just wants to live his life without being treated as a freak, and he's willing to kill to protect his secret.



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OLD MAN CRAWLEY *(The Deadstone Memorial)*

In a clearing in the woods outside the village, a stone monument can be found. Just an old sandstone block standing upright. The moss can be scraped away to reveal an inscription: "IN HATEFUL MEMORY – HENRY DEADSTONE". This memorial has a bad reputation in the village. Local legend has it that bad things happen around the stone, and bad things come to those who investigate it. The woods around are supposed to be haunted.

The villager most likely to know something about the memorial is Old Man Crawley, rumoured to be older than anyone else nearby but widely dismissed as an old nutter. Apart from his vicious little dog, a pit bull terrier named Milton, Crawley lives on his own in a cottage by the school. Some believe that his mind was addled by a loss during the war, maybe the death of his wife. He stops the kids on their way home from school and tells them scary stories.

Old Man Crawley is tall and thin, but wiry rather than frail. His gaunt face has the kind of bone structure that once might have been that of a handsome young man. They are bleakly commanding features, like those of an old war hero gone to seed. Crawley's hair is fine and bleached of any colour, combed back from a tall, bony forehead. Beneath grey eyebrows burn a pair of bright, powerful eyes. When he speaks, his voice is strong and sharp.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Old Man Crawley is Henry Deadstone, the person named in the inscription on the memorial in the woods, and he's almost two hundred and twenty years old. The gypsies that regularly camp near the village remember Deadstone as a black-hearted name.

Two hundred years ago, Henry Deadstone was a villain. Thief, highwayman, killer... and worse! He consorted with witches and supposedly fed children to demons. Until the gypsies had enough and hanged him from the biggest tree they could find. They buried him in the woods, but the spot gathered a bad reputation. Dogs would bark, horses threw their riders, buzzing insects swarmed. So Henry was dug up. Although he appeared to be dead, it looked as if he had aged into an old man, his yellowing skin stretched taut over his bones. A bigger pit was dug and lined with bricks and cement before he was buried again, and the monument with the inscription was placed over it.

But Henry Deadstone cannot die. Old Man Crawley, with the scars of the hangman's noose cut deep into his neck, is proof of that. Two hundred years ago, he found something in the woods. Something that glowed and howled. Nearby, a ghost drifted through the trees. Henry waited until it faded away and found... something... in the ground, twisting and moving like a worm sliced in half.

Although Henry couldn't comprehend this, the ghost and the worm-thing were two halves of an alien creature. It was a hybrid

being from another universe that had crash-materialised through the dimensions, arriving here confused and in pain. The thing in the ground was formed from the earth itself by the alien's telekinetic force, using soil and roots and worms to forge a living creature by psychic energy.

Henry tried to kill it, chopping it up with an axe and burying it. But it wouldn't die. It spoke to him in his dreams every night, calling him and begging him to keep it alive. Henry did so the only way he knew how. By feeding it with pets and stolen livestock, even the occasional child. In exchange, the creature shared the very essence of its being with him, a whiff of its own powerful psychic

OLD MAN CRAWLEY

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

SKILLS

Convince 3, Fighting 1, Subterfuge 3, Survival 4

TRAITS

Dark Secret (Major)
Dependency (Major) – Crawley is dependent on the psychic energy of the alien that resurrected him; if that ceases, death will catch up with him
Distinctive
Eccentric (Major)
Immortal (Special)
Fast Healing (Special)
Menacing
Time Traveller (Major) – Crawley's long life stretches into the Tech Level 5 era

TECH LEVEL: 4

STORY POINTS: 8

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energy. Just enough to make Henry invulnerable and keep him alive against all the laws of nature. He can't be hurt or injured, and he shouldn't normally age.

When the gypsies hanged and buried Henry, he tried to claw his way out of his coffin, losing his fingernails in the process. They've never grown back. By the time he was dug up again, the stress of being buried alive had aged him physically, but still he can't die.

When the alien had crash-materialised, it had split into two wholly separate organisms. One half is its psychic energy, which created a body for itself using telekinesis and is the half that Henry discovered. The other half didn't make it fully through into our Universe. It's stuck halfway, fluctuating between the dimensions, only existing in our Universe as ectoplasm. It's the ghost that haunts the woods and has faded in and out of view for many years, appearing sporadically as a wraithlike figure with dark sockets for eyes and a yawning, gaping mouth. The ectoplasm has been searching for its other half, the psychic energy, growing weaker and more desperate over the years. Eventually it simply collapsed in the woods, where it was found by a schoolteacher and taken home and hidden in his shed. The teacher is unsure what to do with it.

The psychic energy though has gathered more earth, roots, mud, clay and insects to it, gathering them into its body, moulding and merging with them. It has taken on a strange, unique existence of its own. But it is quite insane, and its psychic distress is causing nightmares in the local children. Henry Deadstone and the soil-creature have kept each other alive. The creature has developed an appetite that Henry has kept satisfied with animals and sometimes children. It has been largely constrained to beneath the ground, and it can travel around without being seen except as a disturbance in the earth, movement that betrays its presence. It can even open up a maw in the ground to swallow Henry down into safety.

But the soil-creature is desperate to escape its damp, claustrophobic prison beneath the earth. It is reaching out through Henry to touch another, younger and more impressionable mind. It has also grown capable of freeing its soil-body from the earth, now grown into a monstrous thing embedded with writhing worms and scuttling along on a mass of jerking roots and spines.

Only if the two halves of the alien creature are reunited will it find peace. They merely need to merge, physically and psychically. But both halves are traumatised and frightened and do not understand what has happened to them, and the ectoplasmic half is extremely weak. Henry will also seek to prevent it happening. But if they can be reunited, the reformed creature will disappear back to its own dimension. Its natural form is difficult to describe. It's huge, perhaps the size of a town or even a country, trailing a mass of tentacles like a jellyfish, spraying out hundreds of slender tendrils in a bright crown. It is like a glass flower opening, immense, beautiful and graceful, with rainbow colours shining through its transparent membranes.

SOIL-CREATURE



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

SKILLS

Athletics 1, Fighting 2, Survival 5

TRAITS

Alien
Alien Appearance
Alien Organs (Special)
Armour (8 points)
Burrowing
Environmental (Major)
Fast Healing (Special)
Fear Factor 2
Immortal (Special)
Psychic
Special – If reunited with its other half, the creature transforms into its proper form
Telekinesis
Telepathy

TECH LEVEL: N/A

STORY POINTS: 6

As for Henry Deadstone, when the soil-creature withdraws its essence from him, he will simply age to death as time finally catches up with Old Man Crawley.

ECTOPLASMIC GHOST



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

SKILLS

Convince 1

TRAITS

Alien

Alien Appearance

Environmental (Major)

Fear Factor 1

Flight (Minor)

Immaterial – Can become material for short periods (no more than a scene) by spending 1 Story Point

Immortal (Special)

Immunity – Physical damage

Invisible (Special Bad) – Fades in and out with no conscious control

Special – If reunited with its other half, the creature transforms into its proper form

TECH LEVEL: N/A

STORY POINTS: 4



MILTON (PIT BULL TERRIER)

Attributes: Strength 3, Coordination 3, Awareness 4

Skills: Athletics 3, Fighting 3, Survival 1

Traits: Alien Senses (Tracking Scent), Keen Senses (Minor: Smell), Natural Weapons (Minor: Jaws – Strength +2 damage), Tough

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OMNETHOTH (*The Fall of Yquatine*)

Millions of years ago, the Omnethoth were developed by a race they call the Masters. The Masters made the mistake of creating a sentient weapon which turned against them. They were destroyed and the Omnethoth apparently died out. But before they did, they seeded the universe with colonisation clouds of Omnethoth spores waiting to colonise lifeforms and thus be reactivated.

The Omnethoth are a gestalt creature, made up of tiny gaseous particles. They can exist in three states: the gaseous form, which is lethal to organic life; a liquid form rather like acid; and a solid form, which they use to form ships and probes. Only the gaseous form has anything resembling sentience, though all it is doing is obeying its programming to spread out, colonise and destroy. Theoretically, it should be possible to reprogram the Omnethoth's DNA to change their behaviour and make them more peaceful. Only one attack unit would need to be reprogrammed and tell it to reprogram the rest.

In its inactive state, the dormant Omnethoth spores are protected within a moon-sized mass of black cloud drifting in space. Some of the particles in the cloud are there to shield the spores from any type of radiation. Others ensure the cloud remains undetected by absorbing light and emitting nothing. Others catch the solar winds from the suns of the systems they pass through, sailing the cloud through the starless chasms between them. Still others scan for radio emissions, radiation or the presence of life.

The spores adhere to any solid matter that passes through the cloud and can chemically alter its molecules. On a ship's hull, they can integrate with the basic molecular structure and eat their way through to the interior. Against organic matter, the spores act like acid to disintegrate it utterly. In its gaseous state, the Omnethoth is almost unstoppable, exploding churning tendrils out to pull any target into its core, where it can be devoured. Due to the cloud's colossal size, it can smother moons, engulf space fleets, roll across planetary surfaces or fall as acid rain, absorbing and converting matter as it goes, scouring its victims with its chemical arsenal.

Although the Omnethoth are a gestalt entity, with each particle operating as part of a greater whole, they tend to work in attack units. These are smaller snakes of black gas or liquid that attack on a more personal basis. The gaseous form can also penetrate organic lifeforms to take over their bodies to use them for communication or infiltration as carriers of the Omnethoth spores. In order to cross interplanetary or interstellar distances faster, the Omnethoth particles can condense into solid matter to form sleek and distinctively ovoid ships or probes.

The Omnethoth are animated by a form of electrical energy. An ionisation field might be able to disrupt the delicate balance of electrons within them, neutralising their controlling intelligence and dispersing their structure. However, any ship transmitting the enormous electrical charge large enough to disable the Omnethoth would also be caught within its effect, as would everything else for thousands of kilometres.

OMNETHOTH ATTACK UNIT

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

SKILLS

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

TRAITS

Alien Appearance

By the Program

Environmental (Minor) – Can survive in the vacuum of space

Fear Factor 2

Flight (Major)

Gaseous Form – see *The Fifth Doctor Expanded Universe Sourcebook*

Immunity – Projectile weapons and most energy weapons will pass harmlessly through the Omnethoth. Explosives and other area effect weapons have more effect.

Natural Weapon (Special) – Chemical Attack: 5(2/5/7) damage per hit or per Round of contact. The damage will also erode Armour on a 1:1 point basis.

Networked (Major)

Possess

Robot

Scan

Transmit

Weakness (Major) – A large enough ionisation field can deliver Lethal damage to the Omnethoth

TECH LEVEL: 7

STORY POINTS: 1-3

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ONIHRS *(Trading Futures)*

Physically, the Onihr are very similar to the Judoon, both being rhinoceros-like alien species. Onihrs are large, lumbering humanoids with stubby legs and slightly longer arms, all of which bend in the wrong place. Their bodies are top heavy, with wide torsos and hunched backs. Their heads are long, with a blunt snout, tiny eyes and horns growing from the end of their snout and between the eyes. Their skin is dark grey and they stand about seven or eight feet tall. Onihr leaders can sometimes be distinguished by the spikier horns on their noses, and their black armour has gold highlights.

The Onihr are the product of a high-gravity environment, their home planet of Onihros being four times the size of Earth. They are immortal, barring accidents. Like the rhinoceroses of Earth, Onihrs have poor eyesight, but they make up for this with a highly developed sense of smell. Their electronics and computer equipment display their output by means of olfactograms, which to a human are nothing more than smells puffed into the air.

Onihr spacecraft are surprisingly elegant for something built by eight-foot rhinos with hands the size of hams. But then, there's no correlation between how a race of aliens and their spaceships look. The ships don't look much like any human object. Not saucers or rugby balls or pepperpots or anything. They are however gigantic, and the best way to get around aboard them is by teleport, and each crew member is issued a control box to facilitate this.

Onihr technology is reasonably advanced, but nowhere near as sophisticated or impressive as they like to think. Although they have mastered olfactography and holography, they have never quite got the hang of perfecting artificial gravity. Their teleports can cover interstellar distances but only at the speed of light. Onihr interrogators tend to gloat over their pain inducer, but it's nothing more than a box on a trolley. It's supposed to stimulate the pain centres of the brain, but the effect is more like remembering or imagining being in pain, rather than feeling the real thing. In some circumstances, it actually damps down the real pain of being strung up or tightly bound.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite their technological shortcomings, the Onihr have ambitions in the direction of time travel. In the aftermath of the destruction of Gallifrey at the hands of the Doctor, fragments of the Time Lords' knowledge can be found on every known planet. Echoes in the rituals or artwork, artefacts, components, relics. The Onihr have been collecting these for millennia. But they have been unable to fit the pieces together. They are aware that they need a dematerialisation code, and they have harnessed black holes for a power source. But although they have heard the name "Vortex", they have no idea what it means.

Nevertheless, the Onihr intend to be the new masters of time, and if they can find a Time Lord who can tell them how to do

ONIHR WARRIOR

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	8

SKILLS

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

TRAITS

Alien
Alien Appearance
Alien Senses – Olfactory communication
Fear Factor 2
Immortal (Major)
Impaired Senses (Minor) – Poor vision (-2 penalty on Awareness rolls requiring sight)
Keen Senses (Minor) – Smell
Slow (Minor)
Tough

Officers also have Military Rank.

EQUIPMENT

Armour (5 points)
Onihr Blaster: L(4/L/L) damage
Control Box (see G17)

TECH LEVEL: 6

STORY POINTS: 2-4

so, so much the better. They have even acquired some of the high-collared robes and skullcaps of the Time Lords, ready for the occasion!

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ORGANISM 96 (*Organism 96*)

MI5 FILE: MI5/14824/96

CLASSIFICATION: RESTRICTED - SECTION HEADS
AND ABOVE ONLY

SUBJECT: ORGANISM 96

AUTHOR: [REDACTED]

LAST UPDATE: 14th March 1996

BACKGROUND:

Organism 96 is a product of the early years of the Soviet Union. It is a living weapon which was born in a Petrie dish and, according to the scant accounts we have obtained, spent the first seventy years of its life in an underground cave, dark, cold and all alone. There is no evidence that Organism 96 was ever deployed in the field. This may be due to the difficulty of controlling it, but this is largely speculation. The Security Service only became aware of its existence in 1996, when we received reports of the escape of an unknown creature from a former Soviet base via an underwater tunnel.

DESCRIPTION:

In its natural form, Organism 96 is truly terrifying, like a squid standing on two sturdy legs, glistening with fetid slime. Six tentacles sprout from its upper torso. Each is razor-sharp and possesses venomous suckers. The creature is amphibious and is most likely to be encountered in or near the sea. Organism 96 has the ability to disguise itself, possibly by means of mental projection. This seems to be automatic, and Organism 96 is normally perceived as a harmless old lady. Only those with exceptional willpower are able to see through this disguise. While posing as a human, Organism 96 feigns amnesia to avoid creating a detailed and consistent background, and uses the pseudonym "Miss X". Like many sea monsters we have on file, Organism 96 is vulnerable to loud, high-pitched noise, which can disrupt its ability to disguise itself and also seems to cause it physical pain.

SUMMARY:

Organism 96 is clearly a highly dangerous opponent. The few reports we have received of its activities indicate that it has developed an appetite for killing. This is likely to be key in our efforts to track its movements. The bodies of its victims exhibit distinctive patterns of red burns, the results of being grasped by Organism 96's venomous suckers.

ADDITIONAL NOTE BY [REDACTED]

Organism 96 represents a danger to civilian life. [REDACTED] has been assigned to locate it, starting from its last known movements in the Eastern Mediterranean. Due to the danger it poses, [REDACTED]'s instructions are to eliminate the organism. Note, however, that Organism 96 is unlikely to be a unique entity and that others of its kind probably exist, either still in Russian hands or having escaped confinement.

ALL INFORMATION MUST BE LOCKED AND ARCHIVED
AS PER REGULATION B/001/E45-SEC

ORGANISM 96

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

SKILLS

Athletics 3 (AoE: Swimming), Convince 4, Fighting 3, Subterfuge 3, Survival 4

TRAITS

Additional Limbs x2 (tentacles)

Alien

Alien Appearance

Environmental (Minor) – Amphibious

Fear Factor 2

Natural Weapon (Minor) – Razor-Sharp Tentacles:
Strength +2 damage

Natural Weapon (Minor) – Venomous Suckers: A
Good or Fantastic attack with its tentacles allows
Organism 96 to deploy its venomous suckers
– a contest of Coordination + Strength against
its opponent's Resolve + Strength means that it
delivers an additional 5(2/5/7) damage

Shapeshift (Major) – Anyone seeing Organism 96
in its disguised form for the first time can make
a contest of Awareness + Resolve against its
Presence + Convince – a Fantastic result means
that its natural form is seen instead

Tough

Weakness (Major) – Loud, high-pitched sound
inflicts 4(2/4/6) damage on Organism 96 and
disrupts its Shapeshift Trait

TECH LEVEL: 5

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

OVERSEERS (*Prisoners of Time*)

The Doctor and Grace Holloway (see A7) once visited an Earth-like planet, home to a Medieval society which, long ago, was on the brink of disaster. Centuries of civil war and violence nearly destroyed the planet. The Overseers, an alien race from another world, came and offered the nearly-lifeless planet a way out. They helped what remained of the population rebuild. But at what cost? A desperate people felt the price was fair. The Overseers established cities throughout the world to manage reconstruction and maintain the peace, and only asked to be allowed to maintain those cities in quiet and privacy. And that from time to time, some of the inhabitants leave their communities and join them there, a system they called “the Ascension”. Those who are selected leave their village behind and become part of Overseer society. They are never seen again. This is considered a great honour, but also the source of great sadness for their families and friends. But if they were to return, it would be a great dishonour.

In contrast to the simple villages of what the Overseers call the Lowgrounders, the cities are futuristic places built in a vaguely Middle Eastern style, with towers and domes rising toward the planet’s burnt yellow sky and raised walkways connected its various buildings. The Overseers themselves are tall, thin humanoids with long pointy heads, their foreheads tattooed with shapes that denote their rank – normally three dots, but the leader sports three diamond shapes. They have no visible ears. They dress in extravagant, colourful outfits that include capes with impressive collars, as well as glasses in various styles that may indicate the light on their chosen planet is too bright for them. They fly stylish hovercars that are very easy to drive, going by Grace’s innate understanding of their controls.

But the Overseers aren’t much of a physical threat. They rely on the story of their saving the planet to control the population, a story taught in schools for generations, the actual truth of which has been lost over hundreds of years (if that figure is even true). Or else, families might not be so quick to send their youth off to be “Ascended”.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Overseers’ big secret is that they are extremely vulnerable to infection and can be killed with a mere scratch. Their vitality is ensured by harvesting the organs of the “Ascended” and is the only thing keeping their citizens alive. The inhabitants chosen are immediately brought to medical facilities where they are dissected for spare parts, which are either compatible with their biology, or can be made to be.

Of course, once the Overseers were rumbled by the Doctor and Grace, the Lowgrounders had nothing more to fear from them.

OVERSEER

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

SKILLS

Convince 3, Knowledge 2, Medicine 3 (AoE: Organ transplants), Science 3, Subterfuge 3, Technology 3, Transport 2

TRAITS

Alien

Alien Appearance

Dark Secret

Dependency (Major) – Overseers must renew their organs with some frequency or face death; other humanoids gain the Trade Value Trait in their view

Impaired Senses (Minor) – Overseers are very sensitive to light

Weakness (Major) – Overseers are so prone to infection, they can die within seconds of a scratch

EQUIPMENT

Walking stick

TECH LEVEL: 6**STORY POINTS: 2-4**

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

PRESIDENT NIROC (*The Eight Doctors*)

Following the disappearance of Borusa and the Doctor's abrupt departure from Gallifrey (see *The Five Doctors*), Chancellor Flavia found herself pitchforked into the presidency. To her surprise, things worked out well, initially at least. Flavia served for some time and achieved much. The High Council and the people were both content, and Gallifrey prospered.

But after a while, President Flavia became aware of murmurings in certain sectors of Gallifreyan society. It was said that she had never been properly elected, that it was time to give the High Council a proper choice. The complaint seemed reasonable. After all, Flavia had assumed the presidency in irregular circumstances on a temporary basis.

Flavia therefore resigned the presidency and offered herself for re-election. She viewed it as a formality and a way of regularising her position. But she was defeated and deposed by Niroc, a complete non-entity who was elected to office by an overwhelming majority. Of course, the election had been rigged by a combination of fraud, chicanery, gerrymandering and jiggery-pokery. But nothing could be proved. So Niroc became President and packed the High Council with his supporters.

Niroc is thin, rather ratty-looking and unusually short for a Time Lord. He is a weak man who has been thrust into the highest public office by dark forces working at the heart of Gallifreyan society. In short, President Niroc is a puppet of the Celestial Intervention Agency, the shadowy organisation that works behind the scenes and without any official sanction to protect the interests of Gallifrey. In his private office, Niroc has a concealed comms unit hidden in a secret panel, a direct line to the CIA should he need to report to them.

Through Niroc the CIA has almost all the High Council in its pocket. There are about a dozen independents, just for the look of things. But they are Time Lords considered too old, too weak or too stupid to pose any real threat.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Niroc was President at the time of the Sixth Doctor's trial (see *The Trial of a Time Lord*). In fact, he is directly involved in covering up the Ravalox Incident and arranging for the prosecution of the Doctor to prevent him from revealing that the planet Ravalox is in fact Earth, moved light years from its proper place in a process so brutal that it caused a fireball that almost destroyed the planet.

The CIA had discovered that advanced technical secrets were being stolen from the Matrix by parties originating from Andromeda but who had a secret base located on Earth. Unable to locate the base, but desperate not only to prevent the thefts but also to protect their own reputation, the CIA arranged for the Earth to be moved across the galaxy, thus "accidentally" destroying all life on the planet. Such an act can only have been done with the

knowledge and collusion of the President. Niroc and the Agency will therefore be willing to go to extreme lengths to protect this secret.

PRESIDENT NIROC

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

SKILLS

Convince 2, Knowledge 4 (AoE: Secrets of the Time Lords), Science 2, Subterfuge 4, Technology 3, Transport 1

TRAITS

Dark Secret (Major) – The Ravalox Incident
Face in the Crowd
Feel the Turn of the Universe
Friends (Major) – The Celestial Intervention Agency
High Office (Special)
Time Lord
Time Lord – Experienced x8
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex

EQUIPMENT

Presidential Seal
The President also has access to the various artefacts of Rassilon

TECH LEVEL: 10

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

RAAB (*Frontier Worlds*)

Raab are a species of alien plant life whose life cycle closely resembles that of the Krynoids, though there is no known relationship between the two. The species originated billions of years ago in the Odonto Ceti region of space. Raab drift for hundreds or thousands of years through space, absorbing minute amounts of energy as they travel between planets. They almost invariably make a heavy landing on asteroids or small moons, somewhere with a small mass and relatively low gravity.

The impact spreads their seeds all over the immediate area. Only a handful of the many billions of seeds will make it through the rest of the cycle. They grow with dramatic speed, absorbing huge amounts of sustenance in mere months, very much more than they did in space. They're like starving people let loose in a delicatessen: they consume everything and anything. When they're large enough, they explode their small new shoots off the asteroid, out of its low gravity. And so they continue to grow over the following hundreds of years in space as the cycle starts again, searching for the next asteroid.

However, if a Raab lands on even a small planet, it could well be trapped by the gravity well and be unable to throw its seedlings into space. They would fall back onto the ground and start growing at a phenomenal rate. The life cycle is enormously accelerated, and within months they consume all the resources on the entire planet. Then, unable to escape, they all die out at once. But the planet is rendered barren.

A single Raab can grow to a huge size, as large as five hundred metres long, and the whole thing has an intense vegetable smell, like a compost heap. Its main mass takes the form of a skein of vegetable matter, crisscrossing like a rush mat. It has most of the parts of any other plant species, such as the xylem and tracheids of its vascular system. A thick outer layer of hard, grey vegetable matter encases an inner ear of vast pods containing its seeds. The impact of planet-fall normally causes the pods to burst. If the impact is insufficient to trigger this, anything tampering with the Raab could cause it to explode its seeds anyway.

Oddly for a plant, a Raab even has a kind of rudimentary brainstem, though they are not intelligent. Their life cycle may be complex, but they're as lacking in cunning and deceit as a bowl of *lollo rosso* lettuce.

Raab are unbelievably rare. A space traveller wouldn't expect to see more than one in every couple of thousand years. But they are incredibly long lived and count their lifespans in millennia.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor was extremely concerned when he encountered not one but two Raab which had landed on the colony world of Drebnar (see *L36*), and became even more alarmed when he discovered that the colonists had already spliced Raab DNA into other lifeforms to improve their efficiency, including themselves...

RAAB

AWARENESS
COORDINATION
INGENUITY

N/A
N/A
N/A

PRESENCE
RESOLVE
STRENGTH

N/A
N/A
N/A

SKILLS

None

TRAITS

Alien

Alien Appearance

Alien Organs

Environmental (Minor) – Can survive in the cold vacuum of space and re-entry into planetary atmospheres

Infection – Ingestion or absorption of Raab matter by another organism can begin to mutate and overwrite their DNA. The Raab is assumed to have Resolve + Strength of 9 for the contest to determine infection. If the Raab's roll succeeds, the mutation continues automatically but over a prolonged period (months or even years according to the type, strength and frequency of exposure, and as the GM decides). The precise effects are determined by the GM as they vary, but negative personality traits become enhanced, and the infection ultimately results in the organism becoming Raab at a genetic level.

Size – Colossal

Tough

Weakness (Major) – Raab are inanimate plants

TECH LEVEL: N/A

STORY POINTS: 0

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

RAZUM KINZHAL (*Emotional Chemistry*)

In the year 5000, Razum Kinzhal is the Lord General of the forces of the Icelandic Alliance, which is at war with the rival power bloc of the Supreme Alliance of Eastern States (usually referred to as PacBloc). Kinzhal is an exceptionally large, powerful figure, his presence dominating any room like a god. His leathery voice commands fear and respect. Kinzhal wears the military armour and gauntlets typical of this era of Earth history, giving him a look somewhere between the industrial and the Gothic.

At this point in the war, Magnus Greel (see *The Fifth Doctor Expanded Universe Sourcebook*), the infamous Minister of Justice of the Supreme Alliance, has fled to China. Kinzhal's opposite number at the head of the PacBloc forces is Karsen Mogushestvo, an evil brute of a man who some believe to have been one of Greel's guinea pigs.

Razum Kinzhal is a brilliant military strategist and an accomplished soldier. He is not content to sit back and order others into action, preferring to lead from the front, even on missions into enemy territory.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Razum Kinzhal isn't human. He is a member of a race of living suns, but he has been transformed into a mortal as a punishment for breaking one of his people's laws: he had a daughter, Aphrodite Diamante (see A26). If Kinzhal's race has a name, it is not known. Kinzhal himself was seeded in the Greater Magellanic Cloud, so his daughter refers to them as Magellans. They travel the universe, occasionally congregating in groups for exchanges of energy or experiences, or sometimes for company.

The Magellan that gave birth to Aphrodite was put on trial by his people. Although the Doctor spoke in his defence, he was sentenced to be divided into two mortal beings and each was exiled in different time periods on Earth. One became Darya Yurievna, nicknamed Dusha (see A37), and was sent to Russia in the early 19th Century; the other became Razum Kinzhal. While Dusha embodied the emotional aspect of her former self, Kinzhal contained the intellect. On Earth, he has applied himself to the war ruthlessly and without mercy.

Although the Magellans clearly have a measure of temporal capability, neither Dusha nor Razum can travel through time. In order to prevent them from reuniting with each other, physical transit through time would destroy them utterly. To them, this is an imprisonment much more effective than bars. Even the temporal force fields and transcendental dimensions of a TARDIS would offer no protections for them.

Razum Kinzhal has however been working on a plan. His forces were able to steal some examples of Magnus Greel's temporal devices. Having researched human history, he manipulated the acquisition of a time travel belt based on Greel's technology by Vladimir Garudin (see V149), a corrupt Russian businessman living in 2024.

RAZUM KINZHAL

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

SKILLS

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

TRAITS

Adversary (Major) – Supreme Alliance of Eastern States (PacBloc)

Alien

Brave

Distinctive

Five Rounds Rapid

Military Rank (Special)

Quick Reflexes

Tough

Special – Living Star: If reunited with Dusha, they will transform back into their true form

Weakness (Major) – Cannot travel through time; any attempt by whatever means would kill him

EQUIPMENT

Armour (5 points)

Rocket Pistol: 10(5/10/15) damage, Armour-Piercing (ignores the first 5 points of Armour)

TECH LEVEL: 8

STORY POINTS: 8

Kinzhal knows that the best they can do with it is to create the *Misl Vremya*, a machine capable of transferring a consciousness through time. Using this, he hopes to reunite himself with Dusha by achieving a reunion in a single host body. But doing so will consume the Earth in a firestorm of energy!

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE REMOTE (*Interference*)

When the Time Lords destroyed Faction Paradox's (see *V50*) adopted homeworld to stop it from peddling time technology to other species, the Faction was almost killed off. The survivors got away just in time and started up new colonies all over spacetime, making sure they didn't draw too much attention to themselves this time. They still gave illegal time technology to the natives, but they were more careful about the way they did it. A lot of the time, they set up cults and secret societies to work through.

One of the planets the Faction infiltrated was an Earth colony called Ordifica. It was a waterworld on the edge of human space that had been settled in the 23rd Century. Ordifica was a long way out from Earth Central, so by the time Faction Paradox took an interest in it in 2594, it had degenerated a bit. The people had an information-dependent culture, and the planet was wired into one big medianet.

Naturally, where there are mass media, there are celebrities. On Ordifica, celebrities appeared out of nowhere and became figureheads for the whole civilisation. They were the icons that ran the culture. From Faction Paradox's point of view, they were like *loa*. The Faction was overwhelmed by this. It was a world on their own wavelength. A world run by *loa*.

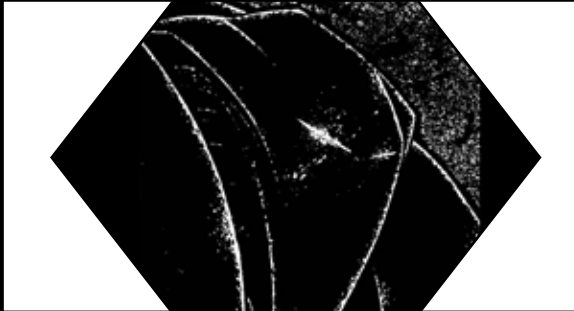
So Faction Paradox began interfering with the local transmissions, planting its followers inside the medianet. Within a couple of years, the Faction's message had got inside the minds of the whole population. The Ordificians had become the Remote, hooked to the transmissions being broadcast directly into their brains via implanted earpieces. Faction Paradox hoped to use the Remote as unpredictable, *loa*-driven shock troops.

But the Time Lords caught up with them again. They obliterated Ordifica. The Faction managed to get a few of the Remote off planet and whisk them to safety. Some were sent off to found new colonies of their own. But most were given a new home in Anathema (see *L5*) in the 18th Century. After a while, the hard core Faction people moved on again, leaving behind a society of Remote zombies. They still carry the Faction Paradox cultural baggage around with them, but they no longer understand what it means. They can no longer even remember how the Faction's time travel rituals are supposed to work. But they still listen to the transmissions.

One side effect of the transmissions is that the Remote have been rendered sterile. In order to reproduce, they recreate their dead in remembrance tanks. Raw biomass is shaped into the form of a person by the memories of their friends. Over several generations of remembrance, a person gradually changes as the memories of them are slightly imperfect each time they are recreated. There's no sudden shift, just a gradual erosion of who they once were.

The Remote on Anathema are known to use Ogron slaves as security. They want to let something called the Cold (see *G8*) into the

REMOTE



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

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

TRAITS
 Cyborg
 Faction Ally – Those Remote who still associate with Faction Paradox and remember their rituals have this Trait.
 Gadget – Remote Receiver (see *G18*)
 Obsession (Major) – Monitoring signals through the Remote earpiece

EQUIPMENT
 Cold-Skin Mask and Armour [Traits: Armour (5 points), Immunity (The Cold). Story Points: 3.]
 Cold Spray (see *G8*)

TECH LEVEL: 6

STORY POINTS: 4-6

universe as they believe it to be one of their *loa*. They use a substance they term the skin of the Cold to fashion their black, organic armour.

FACTION ALLY – SPECIAL GOOD TRAIT

This Trait costs 2 character points and provides Friends (Major) – Faction Paradox and Faction Paradox Ritualist at no additional cost, plus Adversary (Major) – The Time Lords.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

RHIPTOGANS *(Bounty)*

Rhptogans are a reptilian species, though their appearance is not the usual scaly lizard-man look. Instead, they have grey skin, almost leathery in its texture, and thick ropes of knotted black hair similar to dreadlocks. Their faces are flat grey saucers, splay-nosed and brachycephalic, having skulls which are both shorter and broader than those of humans. Female Rhptogans tend to be more blue-grey than the grey of their male counterparts.

Rhptogans are natural shape-shifters, being able to assume the guise of practically any other alien species which is at least vaguely humanoid in form. Their shape-shifting isn't quite perfect though, and looking at a Rhptogan while in another form sometimes brings on a disconcerting feeling. Anyone succeeding with an Awareness + Ingenuity roll against a Rhptogan's Ingenuity + Presence experiences a sensation of not being able to focus properly on them, rather like staring at a magic eye puzzle and not deciphering the hidden image. A Good result also spots an anomaly in the Rhptogan's disguise. Maybe its eyelids blinking sideways or that the ropey hair isn't at all human. A Fantastic result ignores the disguise and sees the Rhptogan's real form, if only for a few seconds while the alien adjusts.

The Rhptogans' shape-shifting is achieved by a form of mental projection rather than a physical change of physiognomy. They might be seen to strobe through a variety of possible forms before settling on the preferred one. The disguise includes changes to any clothing the Rhptogan is wearing and even anything they are carrying. So, for example, a Rhptogan can make a weapon appear to be an innocuous tool, or anachronistic technology can look like an everyday object. Of course, firing the weapon will break the spell, as will putting it down.

Rhptogans are remarkably strong compared to humans, and their hide is tough, making them resistant to minor injuries. Salt water is, however, deadly to them. Its effect on Rhptogan tissue is similar to a highly corrosive acid. Being immersed in salt water is almost always fatal to a Rhptogan, as their flesh will quickly dissolve into a murky grey sludge until only pale yellow bones are left.

Rhptogans often place Adeekke plants around the entrances to their ships as a natural defence shield against local fauna. Adeekke plants are characterised by their odd, pale leaves and nodding flower heads. The slightest touch of the flowers delivers a slight stinging sensation, enough to deter intruders. To humans and many other organic lifeforms, the sting is fatal unless treated, and the victim must make a Difficulty 12 Resolve + Strength roll every 10 minutes or take 2(1/2/3) points of damage.

Rhptogans are not necessarily aggressive or acquisitive. Indeed, their behaviour and morality is as varied as those of the human race. So an encounter with a Rhptogan is as likely to be benevolent or friendly as it is to be threatening or violent. Because of their aversion to salt water, Rhptogans are rarely to be found on Earth, a planet with two thirds of its surface covered by oceans.

RHIPTOGAN

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

SKILLS

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

TRAITS

Alien

Alien Appearance

Shapeshift (Special)

Tough

Weakness (Major) – Rhptogans take 6 points of damage per Round of immersion in salt water, or 4(2/4/6) points if sprayed with it

TECH LEVEL: 7

STORY POINTS: 5



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ROGER NEPATH *(The Burning)*

When he was a child growing up in Victorian England, Roger Nepath had a fascination for flames. The way that fire moved and jumped and danced as if it were a living thing was a wonder to him. But when he was fourteen years old, his older sister Patience was killed when a burning building collapsed on her. It was their neighbours' house and young Roger had been standing watching the flames when he should have been home for supper. Patience had been sent to find him, and the house front had fallen forward onto her as she tried to persuade him to come home.

Patience's death and the guilt he felt for his part in it consumed Nepath. So much so that he stole Patience's charred body from the morgue, causing a second loss for the rest of the family. Nepath's mother died within the year. Nepath kept Patience hidden away until he could preserve her within a display case.

Even at fourteen, Nepath swore to find a way to bring her back, and as an adult, he has travelled the world seeking for the means to achieve this. From Cairo to Bombay, Antikythera to Hissarlik, and Karnak to Santorini, Nepath has searched for answers in both science and religion, and has found them both wanting. But he found the means to obtain his heart's desire back in England, in Middletown in the late 1890s.

Roger Nepath is a large man with a dominating presence. His eyes are bright and alert. His suit is always immaculate down to the ruby-red cufflink studs visible at his wrists. His hair is grey, but it is impossible to discern his age. His face is craggy, as if hewn from rock. His lips are pale, almost as grey as his hair, and part to reveal perfectly white teeth. On the rare occasions that he smiles, the effect owes more to the skull beneath the skin than to his demeanour. Roger Nepath is not an easy man to like. He is blunt to the point of rudeness and speaks his mind no matter who his audience is.

Nepath's travels across the globe have allowed him to acquire numerous artefacts along the way, Religious figures, ornaments and icons from the East. Among them are such curios as a human-sized statue of Kali, swords raised, and a smooth metal sphere from Tibet. When he travels, Nepath ensures that the display case containing his sister's body is securely packed up among his belongings and accompanies him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Nepath has allied himself with a creature best described as a fire elemental (see V13). This entity lives within the red hot magma that is forcing its way to the surface in the tin mines near Middletown. Nepath has seen it possess and animate the bodies of others, and he believes that if he helps it, the entity will do likewise with the corpse of his sister, regenerating and resurrecting her at last. Nothing else matters to Nepath, and nobody must be allowed to get in his way.

ROGER NEPATH

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

SKILLS

Athletic 1, Convince 3, Fighting 1, Knowledge 4, Science 4 (AoE: Geology), Technology 2, Transport 2

TRAITS

Argumentative
Indomitable
Obsession (Major) – Resurrecting his sister at any cost
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 8



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SABBATH (1st in *The Adventuress of Henrietta Street*)

The Englishman known as Sabbath became a sometime ally but more often an antagonist of the Doctor following the destruction of Gallifrey (which had been carried out by the Doctor to prevent it from being overrun by Faction Paradox, see V50). He was born around 1740 and was educated at Cambridge, where he was recruited by the British Secret Service in 1762. Sabbath's initiation as a Serviceman included him being bound in chains and thrown into the Thames. He was not seen to have resurfaced, but turned up alive and bone dry in Cambridge the following day. Sabbath later recorded that he had encountered something that he equated to the Leviathan of the Bible (though he admits that what he took to be the Leviathan's shadow may just have been the darkness of his incipient unconsciousness). The Service's account is that Sabbath had learned certain magic words that enabled him to escape from the Thames, but the details of this are unclear.

Sabbath's real name is unknown, "Sabbath" being the name assigned to him as part of his initiation into the Service. Although he served them for several years, during which time he specialised in the study of engineering (possibly meaning the occult geometry of the Masonic movements, rather than actual physical engineering) and became renowned for being able to escape tight corners. In 1780, however, he broke all ties with the Service and was easily able to deal with the enforcers or "rat-catchers" they sent after him.

By the time Sabbath first met the Doctor in 1782, he had built a steam-powered battleship named *The Jonah* (see G13), a metal-hulled vessel over half a century ahead of its time. But its real secret was that Sabbath had learned the words needed to allow the ship to slip through time and other dimensions. Sabbath crewed *The Jonah* with babewyns (see V7), savage apes from a realm located at the horizon of the very edge of time, which had recently begun to appear in London. Sabbath trained them and dressed them in uniforms in mockery of the Royal Navy.

At first though, Sabbath found that if he tried to voyage too far, he began to feel disassociated, as though the Earth was forgetting him and he might cease to exist. It was only with experience that he was able to travel further afield, but even then he had to remain in the environs of Earth, and so he became its champion.

Sabbath's studies had made him aware of the Time Lords – though he termed them "elementals" – who had mastered time but were now all but extinct. When he encountered the Doctor, Sabbath realised that he was one of the few elementals who had survived whatever catastrophe had befallen the rest of his people. The Doctor had begun to experience problems with one of his hearts, and Sabbath claimed that it was killing him, perhaps because it was somehow linked to the Eye of Harmony that no longer existed.

To save the Doctor's life, Sabbath performed a ritual to remove his second heart, which he transplanted into his own chest. By doing

SABBATH

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

SKILLS

Athletics 2, Convince 4 (AoE: Seduction), Craft 2, Fighting 4, Knowledge 5 (AoE: Occult), Marksman 4, Medicine 1, Science 3, Subterfuge 5, Technology 3, Transport 3

TRAITS

Arrogant
Bound – The Earth (later replaced with Time)
Brave
Charming
Code of Conduct (Major) – Strong sense of social justice
Dark Secret (Major) – Agent of the Council of Eight
Distinctive
Indomitable
Obligation (Major) – The Council of Eight
Obsession (Major) – Impose order on the Universe
Ritual Binding
Ritual Magic
Summon (Major) – Babewyns (see G3 for details of this Trait)
Symbiotic Nuclei
Voice of Authority
Vortex – Sabbath knows the rituals required to pilot *The Jonah* through time and space
Wanted (Major) – British Secret Service

EQUIPMENT

The Jonah

TECH LEVEL: 4

STORY POINTS: 6

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so, the Doctor's life was saved and he became Earth's champion, while Sabbath gained the ability to travel through the Vortex unhindered, becoming a champion of time. Could it be that the Doctor's second heart provided Sabbath with the symbiotic nuclei and Rassilon imprimatur that allow the Time Lords to travel in the Vortex without harm? Since then, Sabbath has been able to travel through time, even after he later removed the second heart. He has taken on responsibility for trying to bring order to a chaotic universe and, in the process, often crosses paths with the Doctor, whom Sabbath views as a dangerous amateur. Like the Doctor, Sabbath often takes on companions and allies, including Juliette Vierge (see A65), Sasha (see V125), Kalicum (see V80), Trix MacMillan (see A22) and Elizabeth Kelly, the Angel-Maker (see V4).

Sabbath is a large man, powerfully built but starting to turn to middle-age fat. His hair is kept very close-cropped and his eyes are deep set. He is a man of wit, with a powerful presence and a deep, commanding voice, cultured and having a hint of disdain. In his younger days, he was known as a master of seduction. Sabbath often uses disguises and adopts pseudonyms, usually having a reference to dates or festivals, such as Mr Day, Mistletoe or Holiday.

There is some speculation that Anji (see A1) encountered Sabbath several adventures earlier than the Doctor, in the virtual reality of the Cyberdyne on Goronos (see L89). Within this virtual world, Anji was rescued from a serial killer by a man described as dapper and sardonic-looking, and dressed in a pristine dinner suit. He had jet-black hair neatly slicked back with oil and carried a silver-handled cane. The description is closer to that of the so-called Man with the Rosette (see A71), an incarnation of the Master. But could it have been Sabbath? This man has never been positively identified and, ultimately, it doesn't really matter other than as an interesting footnote.

SPOLIER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Around the time that he left the Secret Service, Sabbath was recruited by the Council of Eight (see V25), a group of crystalline entities who were born at the time of the Big Bang and who dwell in a fortress within the Vortex. The Council have filled the gap left by the now vanished Time Lords and seek to impose absolute order over the Universe. Posing as humans from the future, they use Sabbath as their agent to achieve this, tasking him to reduce the multiple timelines down to a single, orderly history of the entire Universe. Naturally, the Doctor is opposed to such rigid restrictions as they would remove all free will.

Octan, leader of the Council of Eight, warned Sabbath of the Doctor's arrival in London in 1782 and designed *The Jonah* for him. When he realised their true nature, Sabbath turned against his masters and sided with the Doctor, killing himself to thwart their plans.

THE DOCTOR IN THE TIME OF SABBATH

Sabbath appeared in the Doctor's life a little over a hundred years – from the Doctor's perspective – following the apparent destruction of Gallifrey (see *The Ancestor Cell*). The Doctor had taken the extreme action of removing Gallifrey from history in order to prevent Faction Paradox overrunning it. In the immediate aftermath, Fitz (see A10) and Compassion (see A3) deposited the Doctor in England towards the end of the 19th Century. He was traumatised by what he had done and had lost all memories of who he was and where he came from. Apart from the clothes he was wearing, all he had was a note from Fitz saying "*Meet me in St Louis, February 8th 2001*" and a small blue cube, all that was left of his TARDIS. Over the following century, the Doctor was stuck on Earth trying to build a life for himself as the TARDIS grew and regenerated itself. During this period, he has the Amnesia (Major) Trait.

In 2001, with the TARDIS fully restored, the Doctor was reunited with Fitz. However, although he could now travel through time and space again, he still had no memories of who he really was.

After a while, however, the Doctor's second heart began to die as it was still linked to the Eye of Harmony which no longer existed. In order to save his life, Sabbath carried out a ritual to remove the dying heart and transplanted it into his own chest, saving the Doctor but expanding his own abilities to travel in time and space. While Sabbath had the Doctor's second heart in his chest, the Doctor could not regenerate or be killed by even by apparently lethal damage. On one occasion, the Doctor's chest was crushed. But as his second heart was still beating in Sabbath's chest, the Doctor kept breathing and was able to use the healing machines in the TARDIS sickbay to recover. During this period, the Doctor acquires Bound – The Earth (see below) and Immortal (Special) Traits, the latter being dependent on the second heart continuing to function. Some of the physiological advantages of being a Time Lord, such as regeneration, the respiratory bypass system and the ability to metabolise toxins, became dormant. Eventually, after Sabbath removed the second heart from his own chest (see *Camera Obscura*), the Doctor's body was able to regrow its own healthy second heart, at which point he lost these adjustments to his Traits.

It transpired that in order to save Gallifrey, the Doctor had downloaded a super-compressed version of the entire Matrix into his mind, shunting his own memories aside to make space. As it contained the minds of every Time Lord who had been killed at the point of Gallifrey's "destruction", they were eventually restored along with Gallifrey itself (see *The Gallifrey Chronicles*), and the Doctor loses his Amnesia (Major) Trait.

RITUAL BINDING – SPECIAL GOOD TRAIT

A character with Ritual Binding can perform a ritual to magically bind a person to an element, an object, a place, a person or even a concept in order to enhance their abilities in relation to that thing. Each use of Ritual Binding costs 2 Story Points to both the character and the person being bound by the ritual. The person being bound gains the Bound Trait.

Binding rituals are elaborate and take time to prepare and to perform. The wider the scope of the binding, the longer and more elaborate the ritual, possibly taking many hours. Binding a person to a rare or very specific thing, such as a particular person or place, is quicker and easier than to a commonplace or more general thing, such as the Earth or Time.

Ritual Binding costs 2 points to purchase. Ritual Magic (see V79) is a pre-requisite for buying it.

BOUND – SPECIAL GOOD TRAIT

A character with this Trait has been bound to something by use of the Ritual Binding Trait. They have a +2 bonus on rolls connected with that thing, usually applied to the use of Ritual Magic (including Traits with Ritual Magic as a pre-requisite) but can be applied more widely at the GM's discretion. A person can only be Bound to one thing, as binding requires a high level of dedication; any later binding of them to something different will remove the previous one.

Bound costs 1 point for a starting character to purchase. If a character later gains Bound, they must pay the Story Point cost specified in the description of the Ritual Binding Trait.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SASHA (*History 101*)

Sabbath (see V122) is known for recruiting agents from all manner of time periods, but the origins of the one assigned to Catalonia in 1937 are obscure. It's likely that he's from roughly the same time period, but it isn't certain. Even his true name is unknown. He introduced himself to the Doctor and Anji (see A1) as "Jueves" and to Fitz (see A10) as "Sasha".

This agent is a slender young man, tall and paler than most of the Spanish, with dark hair neatly combed back from his face and shiny with hair oil. He has a pair of wire-frame glasses for reading, but looks much harder with them off than on. He adjusts his appearance depending on the roles he assumes. As "Jueves", he posed as a correspondent for an American newspaper. He accentuated his leanness to look like somebody whose diet cannot afford both food and beer, and he dressed in shabby brown leather and a coloured shirt. He presents himself as Catalanian but having spent the previous ten years in the US, mainly covering crime in the Hispanic districts of New York, and was sent to cover the Spanish Civil War (see *The Seventh Doctor Expanded Universe Vol.1*).

As "Sasha", he presented himself as a Russian Communist whose brother died fighting by his side in the October Revolution. He wears smarter clothing and has a way of pronouncing English that's different to the gentle sibilance of the locals. "Sasha" claims to be smuggling humanitarian aid into Spain to help the left-wing Republicans on behalf of Russia. Fitz's suspicions about the nature of this aid were confirmed when the crates "Sasha" was responsible for were found to contain guns and grenades. But this was all part of his cover, adding further verisimilitude to his role.

Sabbath has hopes for this agent. He is ambitious and clearly wants to be Sabbath's favourite. But he isn't infallible. The agent was assigned to an assassination mission in Rome, but his shot missed when the target unexpectedly ducked at precisely the wrong moment. But the agent is shrewd enough to admit his mistakes rather than blame bad luck. He is also resourceful and brave, and capable of working independently in the field.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The agent's mission to Catalonia in 1937 is to destroy certain information about Sabbath's (see V122) history that would not be in his interests to be revealed. The information has been gathered by a sentient data acquisition unit called the Absolute and passed to the System for analysis. If the agent can corrupt the Absolute (see V2) and, by extension, the System, Sabbath hopes that the incriminating information will be destroyed, or at least be rendered unreliable.

For this mission, Sabbath has enhanced the agent's glasses. They look unchanged except under close examination, when a few metal strips can be detected along the frames and the lenses can

be seen to gleam with the faintest coppery image. When worn, the glasses allow the wearer to detect any anachronisms within the field of vision, including time travellers and technology such as the Absolute, even if they are invisible to normal sight.

**SASHA**

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

SKILLS

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

TRAITS

Attractive

Brave

Linguist (Minor) – Spanish, Catalan, Russian (in addition to English)

Obligation (Major) – Sabbath

EQUIPMENT

Revolver: 5(2/5/7) damage

Enhanced Spectacles [Traits: Alien Senses (detect anachronisms), Innocuous (Minor). Story Points: 2.]

TECH LEVEL: 4

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SCARLET EMPRESS *(The Scarlet Empress)*

On the fantastical planet of Hyperso (see L56), the Scarlet Empress holds sway over all the other petty kings and queens and dukes and duchesses. She is a despot and a tyrant, and possesses so much sheer presence that they have to keep her cooped up in a giant glass jar filled with translucent, life-preserving unguents. In such manner, the Queen of Jam or the Glass Sultan, as she is sometimes known, squats permanently in state. Her limbs are folded and unmanageable beneath her like a disused deckchair. She's doesn't really have much of a body at all, mainly a head that radiates a fierce presence. Resentment and self-pity hang over her like damp steam in the air, and waves of paranoia emanate from her.

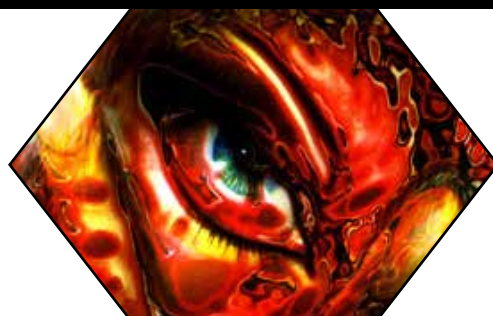
Inside her jar, the Empress has lost most of her faculties, but she is very sensitive to sound. The slightest noise could shatter her eardrums, so her guards and courtiers mutter and whisper everything to her. When the Empress speaks, her voice comes from nowhere and everywhere, distant and crackly. Maybe it's telepathy, or maybe it's some kind of electronic broadcast. It may even be her real voice. Nobody is certain. Whatever the case, it resonates from within her tall, stoppered jar.

In her throne room in the Scarlet Palace, her guards and servants bring her messages all twenty-one hours of Hyperso's day. They bring her reports and information written on vellum: facts; figures and personal impressions from trusted gatherers worldwide. From all this compacted, received wisdom, she compiles her majesterial sense of her empire. From this, she can legislate and rule. Perhaps her physical remoteness from the expanse of Hyperso makes her brutal and capricious, but she tries not to let that thought bother her.

Behind her throne room, there are three chambers once used for dancing, but which have been cleared and suited to the Empress's own purposes. In one, behind twelve painted doors are motorised mannequins wearing the dozen dresses the Scarlet Empress abandoned when she took up residence in her jar. Each afternoon, the mannequins dance for her. In the second room is a circle of poles each surmounted by a living, severed head that comprises the Empress's council of bodiless viziers. And in the third room, she displays the flayed, tattooed skins of those of her Scarlet Guards who have lost their lives.

The Empress's Scarlet Guards have a fearsome reputation on Hyperso. They are easily identifiable by their flowing red robes, pink albino eyes and blue tattoos that cover them from shaved heads to toes, each design being unique. The Guards are armed with scimitars and they wear belts fitted with a T-mat mechanism. The Guards may be fearsome, but they have sworn to protect their beautiful painted hides as the Empress doesn't want them damaged.

The Scarlet Empress is the nine hundredth in her line. Eight-hundred and ninety-eight of her predecessors are stored, still alive and in their jars, deep beneath the throne room. Only the original Empress is missing, having been stolen by Major Angela, the Bearded Lady (see A44).

THE SCARLET EMPRESS

AWARENESS	2	PRESENCE	7
COORDINATION	1	RESOLVE	5
INGENUITY	5	STRENGTH	1

SKILLS

Convince 6, Knowledge 5

TRAITS

Alien Appearance

Authority (Major)

Eccentric (Major)

Impaired (Major) – Confined to her jar and virtually helpless outside it

Impaired Senses (Major) – The Scarlet Empress has a -2 penalty for all Awareness rolls using any sense other than her hearing

Voice of Authority

Weakness (Minor) – The Scarlet Empress suffers a -4 penalty in the presence of loud noise

TECH LEVEL: 7

STORY POINTS: 10

SCARLET GUARD

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

Skills: Athletics 3, Fighting 3, Survival 1

Traits: Attractive, Distinctive, Enslaved

Equipment: Scimitar – Strength +2 damage; T-Mat Belt [Traits: Teleport. Story Points: 2.]

Tech Level: 7

Story Points: 1-2

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SEEKERS (*Beltempest*)

They roamed the universe when the universe was young. Or maybe they emerged into our universe from an errant minor carved from its parent. Perhaps they are travelling backward in time, seeking their own gods in the birth of the universe, any universe.

The truth is, no one knows. And no one knows the seekers either, for they are secretive and shy. Shunning intelligence, they drift quietly and unobtrusively among the solar systems and galaxies. Seeds the size of planets. Minds shielded by continents of rock and ice, cocoons of densely interlaced biological matter, seeking cradles of cold fire from which life has already departed in which to conceive their future.

That the seekers live at all might be considered doubtful. They exist in the dark places where little sunlight shines, and stay there for a time spanning the birth and death of stars. What minds can live in ignorance of time? What bodies can support consciousness for so long without going insane? No one knows.

For themselves, all the seekers know is life. Endless life. Once during the span of a galaxy they might conceive. One in a hundred of these might survive the birth trauma. One in a thousand might survive the hostile darkness of shadow stars, the damaging incursion of other life and intelligence. One in a million might grow to maturity.

A million times the life of a galaxy. That is the scale on which they live, these seekers. The geologic vastness of Deep Time in which the life of all the stars that would ever be is but the brief flutter of candle flames, quickly extinguished. This they call home. They can remember the universe being born and they can remember the universe dying even as its own self-awareness is born. No one knows when they might die. And still, as yet, they are little more than infants.

Where in time to come there might be billions of them, orbiting in social dances light years across, now there are only three. Three individuals, bodies like planets captured by mutual gravity and desire, their lives bound together to shape a future for the product of their union.

They are together because they want to be. Together because they have only just begun to live. To ones as young as this, death itself is inconceivable. Until now.

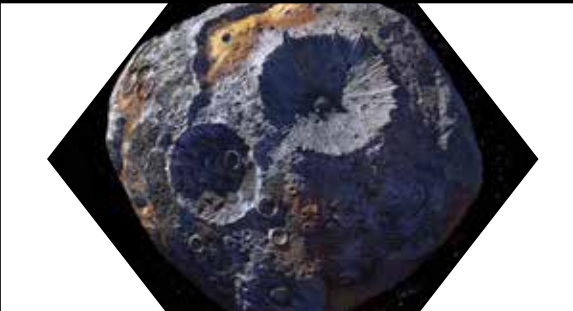
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Ten million years ago, the star at the centre of the Bel system (see *L10*) was dying. It was the perfect place for the triad of seekers to plant their planet-sized seed in order for it to gestate. The act of planting the seed reignited the star, giving it a second life. This caused the death of many of the species which had evolved on the planets of the Bel system, but provided the opportunity for others to survive

and for new life to evolve.

Ten million years later, the seekers have returned to assist in the birth of their child. But centuries of dumping of nuclear, chemical and biological weapons into the sun by the humans that have evolved since threatens a stillbirth. Either way, the cataclysmic forces released will destroy the entire system.

SEEKER



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

* As planet-size entities, the seekers automatically win any contests of Strength against smaller opponents.

SKILLS
None

TRAITS
 Alien
 Alien Appearance
 Environmental (Major)
 Flight (Major) – Including interplanetary capability
 Immortal (Major)
 Immunity – Anything short of planet-killers cannot harm a seeker
 Indomitable
 Size – Colossal (planet-sized)

TECH LEVEL: N/A

STORY POINTS: 8-10

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SHAPESHIFTERS (*Perceptions/Coda*)

The Doctor has encountered enough shapeshifting species to know that they typically possess some universal tell that break their illusions, subtle as it may be. In this case, these mysterious invading shapeshifters' disguised forms occasionally having pupilless red eyes and soft blue glows around their entire bodies are a rather obvious one. They also seem to have an issue with changing shape whenever someone turns away from them, changing into a different person at the blink of an eye. These obvious signs may be done deliberately to attract attention, but it's just as likely that this race of extra-terrestrials have trouble retaining their forms when they get overly emotional.

These creatures are beings of pure energy. Their true form is tentacled and shifts between vibrant shades glowing red and blue, giving the illusion of being perpetually on fire. They can use this energy to electrically shock people to death, though this makes them stick out like a sore thumb if they're in a less advanced society. In terms of *modus operandi*, they seem to default to forms of those who possess power over others. When the Doctor encountered them in the Victorian era early into his eighth life, they took the appearances of policemen and freakshow owners. Reflecting this quirk, this force acted haughty and superior.

The group the Doctor encountered was on a mysterious mission that left them stranded. They seemed to have a decent knowledge and understanding of time travel and paradoxes, even if they possessed no such technology themselves. They told the Doctor that one day they'd conquer Earth. Whether this is baseless blustering or a genuine portent of a future time is unknown. When one of the shapeshifters tried to replace the Doctor's companion Stacy (see A21), the Doctor effortlessly saw through the ruse and sent them home with the knowledge that Earth was defended by him. Whether this made them wary of the planet or increased their desire for vengeance is yet to be seen. While this is the only known encounter between the Doctor and this obscure species, the Doctor declared to his companions that they 'had work to do', so they may have gone to find out more about these shapeshifters.

SHIFTING POSSIBILITIES

The Doctor's *Radio Times* comic strip was cut short in the middle of its planned run, leading to a story arc in which these shapeshifters were to have been revealed to be a strain of Zygons remaining untold. As the officially released story never makes this explicitly clear (and their true forms and electrical powers certainly don't match up with the Zygons we're familiar with!), we've decided to present these shapeshifters as their own species. You may prefer to identify them as Zygons or something completely different as you see fit.

SHAPESHIFTER

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

SKILLS

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

TRAITS

Alien

Alien Appearance

Fear Factor 2

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

Shapeshift (Special)

Weakness (Major) – Natural form can 'leak' out while disguised if Shapeshifter is emotional, causing such oddities as a glowing blue aura, red pupilless eyes or the disguise completely changing in plain sight; the shapeshifter must make a Difficulty 15 Ingenuity + Resolve roll to resist this happening

TECH LEVEL: 7

STORY POINTS: 2-4



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SHIFT (*Alien Bodies*)

The Shift is a conceptual entity who used to be a soldier in the Gabrielidean Nth Platoon, Gabrielideans being liquid protean bioforms. Now however, as a conceptual entity, the Shift is even less than an insignificant soldier in an army. It is just the idea of a person, a set of memories with no one to remember them.

Just before the outbreak of the War in Heaven (see A54), a four-dimensional future conflict, the Gabrielideans allied themselves with Gallifrey, and the Time Lords provided them with the means to alter the Gabrielidean chemical structure so that they could be housed within humanoid skin-suits, the better to fight on the front line. The soldier who would become the Shift was mortally wounded in a battle on Simia KK98. But whilst it was lying bleeding its pink plasma into the frozen earth, it was offered the chance of survival. The cost was its transformation from a physical, albeit liquid, being into a conceptual entity, a creature of thought and ideas with no material body.

The Shift is now the agent of a power which enjoys dealing in abstracts. It exists only as a set of ideas inside the head of whoever it wants to communicate with. It communicates by altering the perceptions of whoever that is. Although it is possible for the Shift to adjust the thoughts of that person, it more usually employs more indirect means. It manipulates the perceptions to see messages manifest themselves within the words of a newspaper article or in crossword clues, or as the patterns in the grain of wood or letters scratched in dust, whatever medium the Shift finds to hand.

The Shift's presence is often only detectable by subtle changes in the atmosphere, maybe a wave of interest moving across a crowd representing the Shift pricking up its ears.

The Shift doesn't have any physical influence and only deals in ideas and abstracts. It is very adept at manipulating people's thoughts and feelings. It can encourage doubt and paranoia. It finds strong emotions like the idea of revenge particularly easy to work with. Pushing those who are already unstable or highly strung over the edge isn't hard for the Shift. It can be very subtle in exerting its influence over others.

Of course, the Shift could try to use less subtle means, try to kill directly by inserting itself into a target's creative centres and causing imagination tumours. But there's always a risk of failure in that kind of direct action, and a risk of discovery. The Shift much prefers to deal with people by getting them to kill each other off.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the Shift is always very discreet about its allegiances, it is an agent of the Enemy, the foe the Time Lords are fighting in the future War in Heaven. When the Gabrielidean soldier was

dying on the battlefield on Simia KK98, he was approached by an emissary of the Enemy and offered the opportunity to survive. The soldier agreed and took the mark of the Enemy, becoming a conceptual entity in bondage to the Enemy.

THE SHIFT

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

SKILLS
Convince 6, Knowledge 3, Subterfuge 5, Technology 3

TRAITS
Alien
Clairvoyance – The Shift uses this to see through the eyes of others
Enslaved
Environmental (Major)
Hypnosis (Minor) – Can manipulate a subject's thoughts and ideas, but not create new ones
Immaterial (Special Bad)
Invisible (Special Bad)
Natural Weapon (Special) – Imagination Tumours: The Shift can inflict 7(3/7/10) damage by winning a contest of Presence + Convince; the damage isn't reduced by Armour or similar defences
Psychic
Telepathy

TECH LEVEL: 10

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SHOLEM-LUZ *(The Sleep of Reason)*

In Bronze Age Persia, the Sholem-Luz were said to flock to the insane like “bees to a honeypot”, while in Medieval China, their power and influence was reputed to wax and wane with the phases of the moon. The legends say that to gaze upon a Sholem-Luz is to risk insanity... or death.

The Sholem-Luz are widely believed to be creatures of legend, and strictly speaking they don't even have a name. “Sholem-Luz” is just the most common phrase used for them on Earth. On other worlds they have other names and other myths attached to them. There is even one civilisation that worships them as gods.

But the Sholem-Luz are quite real, if rarely seen. Very few witnesses have survived an encounter with them to be able to describe their appearance. A Sholem-Luz has the bearing of a centaur from legend, but its pale grey skin and eyes like two dark orbs give it a haunted demeanour. Its many-jointed legs hold it high in the air. Beneath the skin of the creature many smaller bodies, hands and legs, and grotesquely screaming faces seem to writhe. Or is that the imagination running away with itself? Their emotionless gaze chills one to the bone. It is distant and unknowable and utterly alien. A single glance is enough to make a shiver of utter dread run down the spine.

Sholem-Luz are almost unique. They create tunnels within the very fabric of space and time, and can ride the Time Winds without danger of physical or mental injury because, according to every accepted and normal biological definition, they are already dead. One cannot communicate or reason with the Sholem-Luz. They are compelled to obey their biological imperative to follow the course of their life cycle.

To do so, the Sholem-Luz seek out negative emotions, those associated with grief, depression and madness. They can corrupt living creatures, making them their slaves to pave the way. Perhaps because they cannot tolerate too much intellect or willpower early on, they tend to start off with lower lifeforms. Something at the level of a dog is ideal. The Sholem-Luz seeds need creatures like this to give them corporeal form and energy.

Once established, they move onto more advanced lifeforms such as humans. The creatures they enslave can pass on the Sholem-Luz infection in their bite or simply by close contact, spreading chaos and madness as they do. The slaves provide them with the raw organic material needed to birth more seeds or even adult Sholem-Luz. They also need an external energy source to complete the process, perhaps an intense fire or electricity or similar. If they are not stopped, hundreds or thousands of seeds are created and scattered on the Time Winds to infect untold areas of time and space. Even a single seed is capable of causing untold destruction, potentially producing hundreds more seeds and more Sholem-Luz.

SHOLEM-LUZ



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

SKILLS

Athletics 2, Convince 2, Fighting 2, Survival 2

TRAITS

Additional Limbs x2 (legs)

Alien

Alien Appearance

Alien Senses – Detect negative emotional states

Environmental (Major) – Can survive in almost all hostile environments

Fear Factor 3

Hypnosis (Major)

Possess

Psychic

Size – Huge (Minor)

Tough

Vortex

Weakness (Minor) – Positive thoughts can repel the Sholem-Luz; it must make a contest of Presence + Convince or be unable to approach or possess a victim, and on a Disastrous result it must withdraw

TECH LEVEL: 8

STORY POINTS: 3-5

Positive thoughts and happy memories are a good defence against the Sholem-Luz, holding off their infection and even fending away the Sholem-Luz themselves.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SHRAVE *(The Code of Flesh)*

The Shrave are a strange-looking species. They're about the size of a man, but with flexible, tentacular limbs which might be legs or arms or both protruding from a half-biological, half-mechanical shell-like armour. Their heads have stalk-mounted eyes with an unsettling, sideways blink. They move with an odd, undulating motion.

The Shrave term themselves military archaeologists and are believed to be trying to build up a military empire from the technology they salvage from alien worlds, the sort of stuff left behind by ancient conflicts and long-vanished civilisations. In particular, they've devoted a lot of time to searching for technology left over from the war between the Time Lords and the Great Vampires. Nobody is sure why. But the Shrave have a very good reason.

In fact, the Shrave aren't particularly reticent to tell others the reasons behind what they do. It's just that they are rarely if ever asked. The Shrave know that a great storm is coming, a war the likes of which the Universe has never seen, even in the Dark Times. They are trying to collect and reassemble as many powerful weapons as possible as they know that, when the Time Lords and the Daleks fight across the millennia, the other peoples of the Universe will be almost defenceless. The Shrave see it as their duty to the Universe.

The problem with them trying to recover ancient Time Lord weapons is that they have sometimes been stored in the most difficult places. The Time Lords had a habit of leaving information on their military secrets within the biological matter of countless races across the Galaxy. The Shrave therefore need to search the organic material of these races in order to recover the genetically-coded information they are after. The owners of this organic material do not always survive the attempt, or if they do, they are left hideously mutilated and psychologically damaged.

Consequently, although the Shrave are not evil per se, they use extreme methods to achieve their objectives. They know that what is coming will be horrific and believe that what they do now must be done. If challenged, they will retreat in the face of superior forces, and they hold the Time Lords in awe (though not necessarily at an individual level).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the 1890s, the Shrave detected an ancient Bow-Ship (see G6) beneath Edinburgh. Although they arrived on Earth too late to secure this prize, the Doctor and James MacFarlane (see A62) having got there first, they decided to remain and try to extract whatever genetic information, if any, the Time Lords may have implanted in the indigenous population.

SHRAVE

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

SKILLS

Knowledge 3 (AoE: Xeno-Archaeology), Marksman 1, Medicine 3, Science 2, Technology 4, Transport 3

TRAITS

Alien
Alien Appearance
Armour (5 points)
Cyborg
Technically Adept

EQUIPMENT

Shrave often possess various items of alien technology they have salvaged, including weapons

TECH LEVEL: 7

STORY POINTS: 2-4

Relocating their ship to Cardiff, the Shrave have allied themselves with a prominent surgeon, Dr Trethewey, who hosts "anaesthesia frolics" at which his dinner guests are invited to breathe ether. During their consequent periods of unconsciousness, Trethewey's servants bundle away one or two likely specimens for the Shrave to examine. Most turn up alive but missing a finger or two, or perhaps a hand or an ear. But some have never been seen again...

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SIDHE *(Autumn Mist)*

The Sidhe (pronounced “shee”) are the origin of many of the human myths of faeries and fey folk. They are native to Earth, but usually exist out of phase with the usual four dimensions. The Sidhe perceive and exist in eleven dimensions. As a result, they and their realm are normally invisible and inaccessible to humans.

A Sidhe is similar in appearance to a human. But its face has a sharpness to it, with the jaw swept back in a very triangular shape. The crown of the head is flattened, not unlike the effect you might get from shaving the face of a cat. Although humanoid enough, the muscle structure is different to ours, though much of it is usually hidden beneath velvet and leather clothing. Sidhe speech is accompanied by strange lights that flicker just beyond a human’s vision, though its voice is heard in whatever language the listener understands. Their names are sung in a harmony without having discernible words, with hints of emotions and ripples of vision as part of them. Human pronunciations of them are merely vocal approximations of the true names.

The Sidhe realm which exists alongside the Earth is a wilderness of verdant forests and wide lakes. The city of the Sidhe is an odd-looking structure, completely alien and yet redolent of many different human architectural styles. Events on Earth can be glimpsed from this realm at various vantage points, from high places or in deep water, showing scenes of people and machines moving around like ants. Wars and catastrophes in our world reflect themselves in the Sidhe’s as patches of decay, dying trees, and cracked and tarnished buildings. As a place of altered perceptions, the decay also affects the emotions directly, making it a sad and dying place during these times.

The Sidhe are divided into clans, and Sidhe blood does not mix between them. For this reason, they consider humans, whose blood has mingled among all the races of Earth, to be a single clan. The Leannain Sidhe are ruled by a Queen who the Doctor names Titania. She is beautiful, though her features shift and change constantly, and her green dress is sewn with bells that tinkle softly.

The Sidhe pay homage to the two great forces of the universe: chaos and order. Titania personifies order, but that means they also need a personification of chaos. This is Oberon, the *Amadan na Briona*. It is his existence to be chaotic, random, dangerous. Oberon has a duty to do absolutely anything he wishes without heed of the consequences.

Modern humans might consider the Sidhe to be primitive. Indeed, their culture and technology resembles high fantasy. But they have sufficiently advanced knowledge of quantum homeostatics to be able to re-edit biodata (see *G17*). They can also phase in and out of our perceptions, and walk through matter or through time. They are what we would call telepathic, and they have great powers of healing. Their one weakness is iron. Although Sidhe are immortal and resistant to injury, the presence of iron in any concentration makes them vulnerable to harm.

SIDHE



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

SKILLS

Athletics 3, Convince 2, Fighting 2, Knowledge 4, Marksman 3

TRAITS

Alien
Distinctive
Healing (Special) – see *V40*
Immaterial (Special Good)
Immortal (Major)
Invisible (Special Good)
Networked (Minor) – With all Sidhe in the same clan
Psychic
Resistance – Takes half damage from any physical attack (including bullets)
Special – Biodata Manipulation: Many Sidhe can spend Story Points to add and/or remove another character’s Attributes, Skills or Traits, affecting up to 4 character points per 1 Story Point spent
Telepathy
Teleport – Between Earth and the Sidhe realm
Vortex
Weakness (Major) – Any attacks involving iron ignore the damage reduction provided by the Sidhe’s Resistance. In an environment with a high concentration of iron, many of the Sidhe’s “magical” abilities will not function.

TECH LEVEL: 2

STORY POINTS: 3-5

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SILVER (*Hope*)

In 2094, at the age of sixteen, Humberto don Silvestre was caught hacking into Earth's Central TacNet and was whisked out of his barrio home in Sun City and taken to an elite training centre. There, the sickly, crippled young man was given artificial lungs more efficient than any organic ones, the best drugs the military could afford and the chance to play with the most powerful hardware and software in mankind's possession. Through a fitness training regime, all the physical traits of the old Humberto disappeared.

On New Year's Eve 2099, another hacker successfully penetrated the TacNet mainframe and caused a technological meltdown that killed thousands across Australia's east coast. Humberto survived, but only just. His military masters saved him by allowing a liquid computer they had been working on to merge with his brain, repairing the damage. Humberto recovered, but he was no longer fully human, one arm and part of his face having been replaced with cybernetics.

In 3006, Earth was subjected to a brutally efficient alien assault. High Command selected a number of soldiers to be sent out into history and into the future by an experimental time device, to obtain reinforcements or technologies to save mankind. Humberto was one of those sent into the future, but he never intended to return. After all, he had never felt close to the human race.

Humberto eventually found himself on Endpoint (see *L44*) in the far future towards the end of the Universe, when the stars are winding down and most civilisations have vanished. Endpoint is a frigid world of partially frozen, acid seas and toxic fogs where the remote descendants of mankind, also no longer fully human, huddle together. Humberto, now calling himself Silver, has become the most powerful person in Hope, one of the cities built on stilts over Endpoint's corrosive seas. He owns businesses including the Silver Palace, a fortress-cum-casino, and much more besides.

Silver is a powerful figure. He is huge, neither fat nor outrageously tall, but muscular with rolling, brawny shoulders. One of his arms is oversized, robotic, ending in a huge fist that hangs down to knee level. Gun-barrel attachments sprout from the back of the hand. Attached to one side of his barrel of a chest is a misshapen, alien-looking chest-plate boasting various cables and leads connecting his cybernetic components to his organic musculature. Compared to the rest of his body, Silver's legs seem normal enough, almost short beneath his huge torso. One side of his face is human, but the other is a blank faceplate with a single lens glowing fiercely red in place of an eye. A smudge of grease runs down from the socket, like a teardrop. Despite his appearance, Silver is remarkably fast and has surprising grace. He is an expert at manipulating emotions, and has a commanding voice powerful enough to compel others to obey him without question.

Silver isn't satisfied with governing Hope, and his ambitions are much wider than Endpoint. Using a Hypertunnel and his Silverati (see *V135*), he intends to travel to the Imperial Throneworld which rules the whole of what is left of inhabited space, to subjugate even the Empress herself.

SILVER

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

SKILLS

Athletics 4, Convince 6, Craft 1, Fighting 5, Knowledge 2, Marksman 4, Medicine 5, Science 3, Subterfuge 2, Survival 2, Technology 5 (AoE: Computers), Transport 2

TRAITS

Adversary (Minor) – The Brotherhood of the Silver Fist
 Bio-Chemical Genius
 Charming
 Cyborg
 Empathic
 Fast (Major)
 Fast Healing (Special)
 Five Rounds Rapid
 Gadget – Cybernetic Arm: Armour (5 points, arm only), Attribute (+2 Strength, arm only, usable for damage, gripping and crushing), Natural Weapon (Major) – Explosive Bullets: 10(5/10/15) damage. Story Points: 4.
 Gadget – Cybernetic Eye: Alien Senses (IR and UV vision, sonar), Scan. Story Points: 2.
 Mental Calculator
 Photographic Memory
 Quick Reflexes
 Technically Adept
 Time Traveller (Minor) – Tech Level 5
 Tough
 Voice of Authority

EQUIPMENT

Pistol: 6(3/6/9) damage

TECH LEVEL: 7

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SILVER TURK *(The Silver Turk)*

One exhibit of particular interest at the Vienna Exposition of 1873 (see L101) is the Silver Turk, promoted as “*The Mechanical Marvel of the Age*”. The Turk is an automaton designed to play the fortepiano, the spinet and the flute, and to beat all challengers at checkers, chess and other games. It moves like a living man and is swathed in silks. Its head is adorned with an elegant mask and splendid mustachios, and topped with a turban. The Turk is seated in a wheelchair as it lacks any legs.

The Silver Turk is the creation of the exhibitor, Alfred Stahlbaum (see V3), or so he claims. Stahlbaum has ambitions to use it to make his fortune, not just at the Exposition but at the court of Emperor Franz Joseph, before perhaps touring the royal houses of Europe.

However, beneath the silks and the decorative mask, the Turk is a Cybermen, one of the original versions from Mondas, and a heavily damaged one at that. Stahlbaum’s claims that he created it are patently false. In fact, he stole it from Dr Johan Drossel (see V38), who in turn acquired it from a forester who found it in the woods. Drossel and Stahlbaum repaired it as best they could, before Stahlbaum made off with it.

The Cyberman is missing its legs, and its left arm has been replaced with a wooden prosthetic. It smells of the antiseptic and ether that Stahlbaum treats it with, and the cabbage soup that he feeds it. Much of its data has been corrupted and it cannot speak, only issuing the occasional cybernetic whining or gurgling. It is fitted with a Cyber-hypnosis unit which, although operational, is damaged and less effective than it should be. In its current state, the Cyberman appears to be little threat.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Cyberman’s name is Bremm. It was part of a scouting mission sent out by Mondas, still over 200 light years away, to locate the Earth. The Cyber-ship crashed, but Bremm was not the only survivor. Dr Drossel actually bought two damaged Cybermen from the forester who found them, and he and Stahlbaum worked on them both.

The other Cyberman is Gramm, and it is still in Drossel’s possession. It was originally in better condition than Bremm, but Drossel amputated both Cybermen’s legs to prevent them from escaping. He also removed one of Bremm’s arms and grafted it to Gramm’s shoulders, giving it three arms with which to scuttle along.

Gramm believes that it is the only survivor of the crash. However, if it learns of Bremm’s survival, Gramm will plan to rescue it and initiate repairs before making contact with Cyber-Control on Mondas and alerting them to the Earth’s position. It will take an enormous power source to revitalise the Cybermen and enable their repairs, more than can be produced by the humans of this period. Harnessing the lightning during a storm may be feasible, but capturing a visiting space-time craft would be easier!

BREMM, THE SILVER TURK



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

SKILLS

Craft (Various Musical Instruments) 2, Fighting 1, Knowledge 3 (AoE: Chequers & Chess), Marksman 1, Medicine 1, Science 2, Technology 2

TRAITS

Amnesia (Minor) – Much of Bremm’s data has been corrupted

Armour (5 points)

Code of Conduct (Minor) – Mondasian Cybermen do not kill needlessly

Cyborg

Fear Factor 1

Hypnosis (Major) – Bremm’s damage means he has a -2 penalty when attempting this

Impaired (Major) – Missing both legs, and one arm has been replaced with a wooden replica (-2 penalty on any tasks normally requiring two arms)

Mute

Slow

Weakness (Major) – Cannot tolerate radiation, taking 4 extra points of damage, ignoring Armour, per Round of exposure

TECH LEVEL: 6

STORY POINTS: 2

Both Cybermen, independently of the other, have been using their Cyber-hypnosis devices to subtly influence the behaviour of their owners.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SILVERATI *(Hope)*

In the city of Hope on the toxic, frozen planet of Endpoint (see L44) towards the end of the Universe, the cyborg known as Silver (see V133) has created a new species. He has developed a chemical comprised of Kallisti, a hormone cocktail generated by a gland within the Endpointers, and his own self-replicating liquid intelligence, and injected it into a number of human guinea pigs. The result is a new type of human, semi-synthetic organisms with enhanced physical and mental processes, programmed to be loyal to Silver and pretentiously named the Silverati.

The Silverati walk with mechanical efficiency and great speed. The experimental subjects were taken from a secret bunker located on the sea-bed near Hope, which Silver has taken by force. Within, he discovered the final remnants of true humans, born of the last human colonies and shipped out on ice and kept in suspended animation for eons. Unlike the Endpointers who have continued to evolve over billions of years, their genetic heritage mixing with other races, the Silverati have human features, human hair, human bodies. But their skin has a silvery, shining quality and their eyes are deep black, though there is sometimes a hint of deep red flaring within them.

Silver has so far created thirty-six Silverati, but he intends that there will be more to follow. They are the progeny that his own unique nature has denied him. He has blessed these offspring with what he considers his finest qualities. All their physical attributes are artificially enhanced. They are fast, strong, with mathematically precise reaction times. While the Silverati can still feel pain, their resistance is stronger than humans. They have machine colonies in their blood which will rebuild their bodies. But most importantly of all, their minds are dominated by the liquid machinery that permeates their brains. The Silverati's planning and reasoning are beyond human capabilities. While they are not telepathic, they can communicate through the smallest gesture, with the familiarity of brothers. With the Silverati, there will be no more human love affairs or rivalries. They are swift and efficient, an army that will never falter, never hesitate.

The Silverati have absolute confidence in their abilities, a confidence born of their hard-wired programming. Their muscles strain beneath their skin as their enhanced senses register the world passing painfully slowly. They can stand in perfect stillness, absorbed in their own internal thought processes yet having a complete overview of the world around them. But the Silverati have lost human ambitions, desire for recognition and affection. They want nothing more than to be. To exist. To follow Silver.

Silver has plans for his Silverati. Unlike them, he does have ambitions, and they are greater than Hope or Endpoint can fulfil. What is left of inhabited space in this far future era is ruled from the Imperial Throneworld. Silver intends to take his Silverati there by means of a Hypertunnel he has developed, and spread his synthesised Kallisti there, creating more Silverati until even the Empress bows down to him.

SILVERATI

AWARENESS	7	PRESENCE	2
COORDINATION	6	RESOLVE	5
INGENUITY	7	STRENGTH	6

SKILLS

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

TRAITS

Cyborg
Distinctive
Enslaved
Fast (Major)
Fast Healing (Special)
Mental Calculator
Networked (Minor)
Photographic Memory
Quick Reflexes
Technically Adept
Tough

TECH LEVEL: 5

STORY POINTS: 3-5



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SPULVER WORMS *(Coldheart)*

“Worm” is something of a misnomer as the Spulver worm is more properly a member of the phylum Mollusca, and it’s actually an amalgam of a univalve gastropod and a cephalopod.

The Spulver worm is a flesh-eating parasite from the Aayavex system, some of which grow to the size of a whale. Caves are its natural habitat. The worm attaches itself to a cave roof, where it hangs and waits for its prey to pass below. A worm has no eyes or ears. It hunts by temperature alone using a highly sensitive thermal tracking ability to locate the nearest, warmest body, which it grabs with its tentacles and eats. The worm will naturally target the hottest heat signature first.

A Spulver worm isn’t pleasant to look at. Its mottled brownish-grey hide is covered in glistening slime. At one end is a writhing nest of pale grey tentacles. The lumpish body remains virtually still, while the tentacles are constantly on the move, coiling and twisting, probing for prey as the worm hangs from its vantage point. Each tentacle of the larger worms is as thick as a python and is easily capable of picking up a human and drawing it up into the waiting maw.

Spulver worms evolved on the third moon of Aayavex after its indigenous civilisation wiped itself out in a global genetics war. The leftover technology genetically mutated everything else left alive on the planetoid until it became a savage, unnatural free-for-all. Against all the odds, the Spulver worm out-survived the competition, mostly by virtue of being so amazingly tough. It can live for decades without eating, grows at a phenomenal rate, and can survive terrible wounds.

The worms are incredibly hardy creatures and are genetically designed to survive and proliferate. The instructions are written into its very DNA. In fact, bringing its DNA into contact with that of other species would result in the worm’s DNA attempting to overwrite the local genetic template in its own image. Spulver worm genetic material in the food chain will usually lead to outbreaks of mutation further up the ladder.


Faced with imminent death, a Spulver worm follows its most basic instinct and its genetic programming. It tries to ensure its species’ survival by reproduction. The worms are hermaphroditic and, like slugs, they can fertilise themselves if necessary to generate their own offspring. Each worm is capable of laying upwards of a million eggs, large pearlescent spheres coated in a thick, sticky goo. Inside, the foetus develops rapidly, a process which is accelerated by heat, and once hatched, the young worms are ravenous and grow at a phenomenal rate.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor discovered a massive specimen on the planet Eskon (see L47), which had apparently been brought there years ago by a spaceship that crash-landed. Although badly injured, the worm survived

hidden in a cave system, where it fed on the local fauna. But pus from its injuries leaked into the water supplies of the nearest city, causing a string of mutations in the local population. Native Eskoni became “Slimers”, hybrid creatures who were rejected from the city and forced to live in camps outside.

SPULVER WORM



AWARENESS	2	PRESENCE	N/A
COORDINATION	2	RESOLVE	N/A
INGENUITY	N/A	STRENGTH	16

SKILLS
 Fighting 3, Survival 6

TRAITS
 Additional Limbs x2 (tentacles)
 Alien
 Alien Appearance
 Alien Senses – Heat detection
 Armour (10 points)
 Climbing (Major)
 Environmental (Minor) – Able to survive for decades without eating
 Environmental (Minor) – Able to survive normally fatal injury (Lethal damage counts as 8 points rather than death)
 Fear Factor 2
 Impaired Senses (Major) – No sensory organs other than heat detection
 Infection – Anyone ingesting Spulver worm genetic material must make a contest of Resolve + Strength against the worm or begin to mutate. Further rolls are required each day as the mutation progresses. The precise nature of the mutation varies by species (but see L47 for an example of a resulting hybrid).
 Size – Huge (Major)

TECH LEVEL: N/A
STORY POINTS: 1-3

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SUSINI OF THE WASTING WALL *(The Way of All Flesh)*

Firmly believing that creating art transcends moral boundaries, Susini of the Wasting Wall is an artist, the self-proclaimed greatest of the nine dimensions. She's one of the foremost members of the Necrotist movement, denounced across the civilised universe for their artistic methods. This isn't too surprising once you see their work, as they firmly believe that the only valid acts of creation can come from destruction. Their art galleries are torture chambers in all but name.

Susini has committed so many acts of murder, torture and combinations of the two that she is now completely bored. Her face is stoical and rarely stirred into emotion. While discovering new methods of death fascinates her (she has always wanted to make a Time Lord regenerate), she is dead set on completing her magnum opus, which can only be described as a towering spire of roughly five thousand skeletons fused into one structure.

Susini's exact species is unknown. She is a humanoid with pale indigo skin, flopping earlobes and an enlarged forehead. Her ornate black face markings could be biological, tattoos or simply makeup. Her fashion sense is gothic, and she is often seen in high-collared black dresses tailor-made to fit her spindly body. Given the technology Susini has access too, it's entirely possible she hails from another dimension entirely. Assuming it to be Susini's birthplace, 'The Wasting Wall' certainly sounds like an interesting extra-dimensional location for a TARDIS to visit!

Susini's ship can travel through dimensions and cloaks itself by hiding between them. This makes it very hard to detect, unless you're specifically looking for it with approximately advanced technology. Its exterior is shaped like a surrealist sculpture, and its interior consists of semi-organic spiralling purple forms. Countless corpses from across galaxies decorate these winding rooms.

As Susini is just one humanoid (albeit one with incredible technology), she has reached out to others to source the raw materials for her work: the Torajenn [see V141]. Susini and the Torajenn have entered into an uneasy alliance. They will slaughter humans to provide her with more skeletons, and she will allow them all the leftover flesh when her project is complete. As can be expected, both parties plan to betray the other as soon as an opportunity presents itself.

The Torajenn's very specific set of strengths and weaknesses have led them and Susini to plan to attack Mexico on Día de los Muertos, as it's the one time and place where humans would expect and welcome their deceased relatives with open arms, making them the perfect victims.

SUSINI OF THE WASTING WALL

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Arrogant
Eccentric (Minor) – Lacking in emotion
Epicurean Tastes
Menacing
Obsession (Major) – Death, creating deathly works of art
Outcast
Selfish
Single-Minded (Major)
Wanted (Major)

EQUIPMENT

Dimensional Ship [Traits: Bigger on the Inside, Face in the Crowd, Teleport, Vortex (Restriction – Can travel between dimensions but not in time). Story Points: 6.]

TECH LEVEL: 6

STORY POINTS: 5

THE NECROTIST MOVEMENT

Despite Susini's importance to the Necrotist movement, it will survive and continue without her; the Doctor would later face multiple other such murderous artists in his Eleventh Incarnation. Not only would a Necrotist make for a memorable main antagonist in your own game, but there's a great deal of varied artistic disciplines outside of Susini's own medium of sculpting. How would a poet, dancer or musician integrate the philosophy into their own work?

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THOUEIRIS *(The Power of Thoueris!)*

Thoueris is one of the minor members of the Osiran pantheon, the race of aliens which once almost rivalled the Time Lords in power and whose number includes Sutekh the Destroyer (see *The Pyramids of Mars*). Under her Egyptian name of Tawaret, meaning “She Who is Great”, Thoueris was worshipped in Ancient Egypt, as were many other Osirans.

Tawaret, renamed Thoueris by the Greeks, was worshipped as the goddess of childbirth and fertility. As goddess of fertility, her domain was the Nile, the river that was the wellspring of all life in Egypt. The river is her province and she has a ring that enables her to command all the creatures within it, the most powerful being the Nile crocodiles and the hippopotami. The ring has a trans-empathic control crystal set in it, the source of her command over the beasts of the Nile. But it is not bonded to Thoueris, and if either the ring or the crystal is removed from her, she loses control of her servitor creatures. In fact, anyone who wields the crystal can command them.

In appearance, Thoueris takes the form of a gigantic humanoid with the head of a hippopotamus. In Ancient Egyptian art, she is often also depicted with the scaled back and tail of a crocodile. Thoueris is truly awesome to behold. She wears Ancient Egyptian garb, including the headdress of a Pharaoh. She carries a sword, but as Thoueris is forty feet tall, her blade is far too large for any mere human to lift, let alone wield in combat. Unlike Sutekh, Thoueris does not have powerful mental abilities, though as an Osiran she does have a basic psychic capability. Instead, she relies on her physical might and the ferocious nature of her bestial servants. Although she is immortal, she can be killed.

Although all Osirans left Egypt when Horus finally defeated Sutekh thousands of years ago, Thoueris still yearns to be worshipped and for tribute to be paid to her. She plans to return and take up her old mantle, as a terrible and vengeful goddess over a primitive and superstitious people.

Thoueris is believed to be allied with Sobek, the crocodile-headed Osiran associated with Pharaonic might.

HIPPOPOTAMUS

Attributes: Awareness 2, Coordination 2, Strength 10

Skills: Athletics 2, Fighting 2, Survival 4

Traits: Armour (5 points), Environmental (Minor: Can remain submerged for extended periods), Fast (Major), Natural Weapon (Minor: Jaws – Strength +2 damage), Size – Huge (Minor), Trample (can spend 1 Story Point to deliver Strength damage to any creature it tramples over; dodged with a successful Coordination + Athletics roll)

Story Points: 1

THOUEIRIS

AWARENESS	3	PRESENCE	6
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	10

SKILLS

Athletics 3, Convince 5, Fighting 3, Knowledge 4, Marksman 1, Science 2, Technology 3, Transport 1

TRAITS

Alien
Alien Appearance
Armour (5 points)
Environmental (Minor) – Amphibious
Fear Factor 1
Immortal (Major)
Indomitable
Psychic
Size – Huge (Major)
Voice of Authority

EQUIPMENT

Sword of Thoueris: Strength +4 damage
Control Ring [Traits: Hypnosis (Major), Restriction – Only affects river creatures. Story Points: 2.]

TECH LEVEL: 9

STORY POINTS: 6

NILE CROCODILE

Attributes: Awareness 3, Coordination 4 (reduced to 2 out of water), Strength 7

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

Traits: Armour (5 points), Environmental (Minor: Can remain submerged for extended periods), Lurker (+2 ambush), Natural Weapon (Minor: Jaws – Strength +2 damage), Snap! (can spend 1 Story Point to make an additional bite attack in a round)

Story Points: 1

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE THRESHOLD (*Fire and Brimstone, Wormwood*)

The Threshold is a business organisation founded by Abraham White in the late 19th Century and which operated in secret from mankind for over three thousand years. In 1879, White was a travelling salesman selling Gideon Bibles in Arkansas, when he saw what he took to be a shooting star falling to Earth. Investigating, he found a glassy sphere in the crater it had left, blackened and cracked. This was the Pariah, a living weapon created by Rassilon which had escaped from the control of the Time Lords. It was dying, but Abraham White struck a deal with it and saved it by bonding with it, absorbing the sphere into his body. In return, the Pariah gave White access to its knowledge of alien technology and its ability to open dimensional portals.

White believed that if anyone could help him to develop and market the technological marvels now available to him, it would be Thomas Edison. But White saw that even Edison was too primitive and that mankind needed a helping hand up the technological ladder. Over the coming years, White visited such luminaries as Alexander Graham Bell, Nicolai Tesla, Rudolf Diesel and Henry Ford, and gave them a few pointers to jump-start the 20th Century.

In the meantime, White made his own plans to maximise the profit he could make from the Pariah's dimensional technology. He struck on Ford's concept of industrial-scale reproduction, and discovered that the Pariah could reproduce her basic sphere by fission. So one became two, became four, and so on. The new, lesser spheres became doorways through the dimensions, allowing anyone suffused with them to become living gateways. Thus White's chosen few were transformed into the Threshold, each wielding a Threshold ring capable of opening dimensional portals or blasting anyone and anything to atoms. In order to avoid the detection of the Time Lords, the Pariah has designed the Threshold so that they are incapable of travelling through time.

As early as 1922, Abraham White set up the Threshold's secret base on the Moon, establishing a town called Wormwood styled after the Old West and protected beneath an ion barrier. For the next three thousand three hundred years, the Threshold have lived in Wormwood, the Pariah's spheres granting them hugely extended lifespans. White has made his fortune trading their ability to open dimensional portals in return for more alien technology. Over the centuries, he has kept an eye on mankind and, on occasion, kept it out of trouble. But although White sees himself and the Threshold as mankind's benefactors, the Doctor sees them as manipulators and ruthless profiteers willing to put their business success above human life

Although he is the Threshold's leader, Abraham White has not had the Pariah convert himself into one of their number. His body is not suffused with the Pariah's spheres. To external appearances, White is a good old-fashioned Southern gentlemen, physically only a couple of decades older than he was in 1879 despite the passage of three millennia. But he can seemingly transform into

THRESHOLD OPERATIVE

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

SKILLS

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

TRAITS

Alien Appearance

Environmental (Minor) – In its Threshold form, an operative ages extremely slowly

Friends (Major) – The Threshold

Obligation (Major) – The Threshold

Shapeshift (Minor) – Can switch between human appearance and the Threshold

Time Traveller (Major) – The Pariah has provided knowledge of Tech Level 11

Weakness (Major) – Unable to travel through time; any attempt to do so will kill a Threshold operative

EQUIPMENT

Threshold Ring [Traits: Teleport, Zap – L(4/L/L) damage. Story Points: 4.]

TECH LEVEL: 4

STORY POINTS: 4-6

the Pariah at a whim. What actually happens is that the Pariah swaps places with him, with White being subsumed into her, while she emerges from him. The Pariah is an enormous, black humanoid entity, with an elongated skull, savage fangs and razor-sharp talons. The creation of Rassilon, she is the predecessor of Shayde (see *The Fifth Doctor Expanded Universe Sourcebook*) as a child of the Matrix and agent of the Higher Evolutionaries (*ibid*), and has many of the same abilities as her successor.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

The other inhabitants of Wormwood, the Threshold operatives, often continue to appear human, and still dress in the style of the Old West. But they can transform themselves into the Threshold's more usual look, becoming silhouettes filled with what appears to be static and with only outlines for eyes and mouths. They are in fact composed of thousands of the Pariah's dimensional spheres. It is in this form that the Threshold are normally encountered on missions away from Wormwood.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

By the 53rd Century, the Earth is deserted as humanity has evacuated it to escape from one of the periodic episodes of increased solar flare activity. Mankind survives out among the stars and no longer needs White to watch over it. This has meant that White can now concentrate on his other project: completion of the Eye of Disharmony. Within the Threshold's dimensionally transcendental base within the Moon, the vast inverted ziggurat which is the Eye has been constructed. Once activated, it will take every speck of dark matter, every virtual photon and every quantum particle that exists in the vacuum of space, and alter them so they become entropic holes that convert anything they collide with into basic energy. Outer space will become one giant mine field, and anything outside a planetary atmosphere will be destroyed instantly. Only the Threshold with their dimensional travel capability will be able to move between the stars, making their services invaluable. Of course, the Threshold will also require the Time Lords' secret of universal translation to be able to speak to all their prospective clients, so acquiring this is also on White's to-do list.

But the Pariah has her own plans for the Eye of Disharmony. She has an insane desire for revenge on Rassilon and the Time Lords. She intends to draw on the dimensional energy within each of the Threshold she has created, killing them in the process. She will use this to boost the Eye's abilities so that it will destroy not only everything in the vacuum of space, but all matter in the universe, leaving it lifeless. Abraham White, of course, may not be overly keen on this...

ABRAHAM WHITE

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

Skills: Convince 5, Craft 2, Knowledge 5, Marksman 2, Science 2, Subterfuge 3, Technology 4, Transport 3

Traits: Charming, Environmental (Minor) – While bonded with the Pariah, White ages extremely slowly, Special – Symbiotic Entity: Can transform into the Pariah and back again at will, but if they are permanently separated, they will both quickly die, Time Traveller (Major) – The Pariah has provided knowledge of Tech Level 11

Wealthy (Major)

Tech Level: 4

Story Points: 8

THE PARIAH

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

SKILLS

Athletics 3, Fighting 4, Knowledge 3, Marksman 2, Science 3, Technology 5

TRAITS

Adversary (Major) – The Time Lords

Alien Organs

Alien Senses – Tracking senses

Armour (10 points)

Environmental (Major) – Can survive in the Vortex, in the vacuum of space and a wide range of other-dimensional environments

Immaterial (Special Good) – Able to phase in and out

Fear Factor 2

Flight (Major)

Immortal

Natural Weapons (Minor) – Dimension-rendering Talons: Strength +2 damage, Armour-Piercing (ignores the first 5 points of Armour or similar)

Psychic

Replication

Robot

Size – Huge (Minor)

Special – Symbiotic Entity: Can transform into Abraham White and back again at will, but if they are permanently separated, they will both quickly die

Teleport

Vortex

TECH LEVEL: 11

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TORAJENN *(The Way of All Flesh)*

Decades ago, the psychic Torajenn fought a war that left them so irradiated that their bright yellow flesh melted away completely. Only a few dozen of the Torajenn were powerful enough to survive, including Voreseth, a high-ranking military general who now rules as de facto leader of the species. Being technologically advanced, they've used the psychic technology of plasma matrices to keep themselves in an undying state as black, demonic skeletons held in place by a transparent red 'casing' that mimics the Torajenn's former flesh.

As their species had been so bloodthirsty and focused on war, the plasma matrices weren't made for comfort or healing, leaving the Torajenn in a perpetual state of discomfort and desperate to acquire new flesh to cover their bones. Should they succeed, it can be assumed that they would return to interplanetary warring and get it burned off again.

The Torajenn can attack others by telekinetically rending flesh from bone, "sucking" the raw flesh into their gaping maws. While this is a powerful ability that can kill in seconds, it has a severe downside. If the victim shows any mental resistance whatsoever, the process will not work. Because of this, the Torajenn need to resort to mental games and manipulation. This is made easier by their matrices' ability to bend light around their bones. With just a little psychic prodding, they can take on effective disguises.


A downside to these illusionary appearances is that they must be taken directly from physical images, such as photographs. Once this is done, the figure in the original image becomes whited out permanently. While disguised, the Torajenn have a faint yellow glow. This disadvantage means they tend to pose as deceased figures, pretending to be ghosts. Generally, they have to rely on second-hand telepathic information about their subject from their loved ones, which makes inaccuracies highly likely. They tend to adopt cultural phrases and expressions from those they link with for personal use. The Torajenn's matrices (and, by extension, illusions) can be disrupted by loud noises (such as gunshots). A large enough sonic blast could even shut off one completely, leaving a Torajenn as nothing more than an unliving black skeleton.

The Torajenn have entered into an alliance with the famed murderous artist, Susini of the Wasting Wall (see V137). They will slaughter innocents to provide her with skeletons, and she will give them the flesh left over from her latest artistic project. As can be expected, Voreseth plans to betray the artist as soon as possible. Susini has provided the Torajenn with small floating pads that can be attached to their feet, giving them a form of limited flight. This not only gives the Torajenn much greater mobility, but aids them in their bid to pose as ghostly figures.

The Torajenn's very specific set of strengths and weaknesses have led them and Susini to plan to attack Mexico on Día de los Muertos, as it's the one time and place where humans would

expect and welcome their deceased relatives with open arms, making them the perfect victims.

TORAJENN



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

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

TRAITS
 Alien
 Alien Appearance
 Fear Factor 3
 Obsession (Major) – Acquire flesh to repair body
 Psychic
 Relentless
 Technically Adept
 Natural Weapon (Major) – Telekinetic Skinning: Can telekinetically rip the organic tissue from a victim and render them a lifeless skeleton, but this cannot work if the subject exerts any mental resistance whatsoever
 Weakness (Special) – If Plasma Matrices are disabled, the Torajenn lose physical form and collapse into inanimate skeletons

EQUIPMENT
 Plasma Matrix [Traits: Immortal (Major), Shapeshift (Special), Restriction – Sensitive to loud noise. Story Points: 4.]
 Floating Discs [Traits: Flight (Minor), Story Points: 1.]

TECH LEVEL: 6

STORY POINTS: 2-4

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TRACTITES *(Genocide)*

According to the Doctor, the Tractites are a very civilised people, one of the nicest in the galaxy. But they have a tragic history.

Tractites aren't horses, but they are certainly horse-like beings. Their heads are similar to horses', but they have four eyes, a large pair on the sides of the head, and a smaller pair on the snout where you might expect nostrils. Their "ears" aren't ears, but short horns, often brightly painted, slightly curved and tapering backward. Their bodies are heavier and squarer than any horse could ever be: more like a cow or a medieval ox. They wear clothing across their backs and upper flanks: rich, tapestried clothing in various colours. Arms emerge from the torso, improbably close to the head. They are long, strangely jointed, ending in three-fingered hands. Their legs end in split hooves and are partly shod in what looks to be leather. Female Tractites are significantly larger than males.

The larger eyes of a Tractite are strange: filled with slowly moving streaks, like cloud belts on a planet seen from space. They close with an audible flapping sound, like a single beat of a bird's wing. The smaller eyes are different and look disconcertingly human. They possess two worm-like tongues which flick out to taste the air. A Tractite's sense of smell is highly attuned, and their written language is based on colour and taste. Their books need to be licked as well as read. Colours set the framework, while taste is used to convey specific information.

Tractites were a quiet people living simple lives on their world of Tractis until the coming of the Earth Empire. Unfortunately Tractis was rich in minerals such as xantium and cardinium. The Tractites would have let the humans have them for nothing; the minerals were useless to them. But the humans also demanded the Tractites' farmland, their race parks, everything. They wanted them to grow their drugs: coffee, pixirin, opium. Then the humans sold the land back to the Tractites at prices several hundred times what they paid for the raw crop. The Tractites became weak, addicted, exploited, slaves. A few Tractites resisted and said no, and the end result was a virtual genocide. The Tractites were almost wiped out and Tractis became an Earth colony anyway, known as the Protectorate of Eta Centauri 6, a Royal Duchy.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

One small group of surviving Tractites discovered a time tree (see G21) and used this to travel back into prehistory, where they prevented the evolution of mankind. In this parallel timeline, Earth became Paratractis (see L84), a Tractite world.

The Tractites of this divergent reality are more martial than those of our universe. By the time the Doctor and his friends found themselves there, the Tractites had no knowledge of their origins or of the main timeline of their ancestors. "Earth" and "humans"

are meaningless words to them. Paratractis has always been their world and, although they are aware that life exists elsewhere in the universe, they don't generally travel much off-planet, except maybe to visit Tractis.

TRACTITE

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

SKILLS

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

TRAITS

Additional Limbs (legs)
Alien
Alien Appearance
Fast (Major)
Keen Senses (Minor) – Taste and Smell
Size – Huge (Minor)
Tough

TECH LEVEL: 6

STORY POINTS: 3-5



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TUBAL CAIN (*The Final Chapter*)

A prime example of Time Lord conservatism, it's no wonder that Tubal Cain possesses the exact personality and drive needed to rise up through the ranks of their military. Cain always harboured a deep dislike for the Doctor and other such renegades purely on reputation, not meeting the Doctor until that particular renegade was in his fifth incarnation, the one obsessed with that odd human game the Time Lords believe to be called "Wicket".

When the Doctor sent a distress call to Gallifrey as he realised his TARDIS was infected with a powerful elemental being, Cain was assigned to command a battle TARDIS (see *The Fifth Doctor Expanded Universe Sourcebook*) and given orders to blast the Doctor's own time machine to pieces should it show any signs of suspicious behaviour. It became obvious that Cain planned to shoot homing time torpedoes at the Doctor's TARDIS no matter what. But the Doctor quickly dematerialised his ship, strategically reappearing right in front of the Gallifreyan Military HQ. While the time torpedoes didn't kill anyone, it was a humiliating enough disaster to get Cain demoted for his reckless behaviour.

Cain later managed to get a position as the Director of Calm at a Time Lord institution called the Quantum of Solace, Gallifrey's equivalent to a psychiatric hospital. Geographically, it's not far from a Time Lord hospital named the Mortal Coil. At the Quantum of Solace, the patients float in neatly organised rows, while their minds enter virtual reality scenarios that reflect their inner worlds. The only way to communicate with one of them is to enter their dreamworld, something so risky to the visitor's own mental health that most of them take residency in the hospital themselves when it's done. That is, if the experience doesn't kill them outright.

While he's quite bitter about this job, Cain still does his best... even if his best is still rude, uncaring and openly disdainful of all non-Time Lords. Get on his bad side, and he might intentionally switch off the virtual reality simulation while your consciousness is inside...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cain again meets the Doctor (now in his eighth incarnation) at the same time as a shadowy cabal known as the Elysian Chapter (see V44) is trying to convince Gallifrey that the Doctor is a fictional character. Ironically enough, Cain carries such a deep grudge that he is completely impervious to the Elysians' gaslighting. Cain doesn't seem to be a member of the Elysian Chapter in the first place, but would gladly join them in a heartbeat. Not only does his own political beliefs overlap heavily with the Elysians, but he's so petty as to take any opportunity for revenge on the Doctor.

Adventure Seed: Strife During Wartime

As temporal warfare looms, the Time Lords are desperate enough to reinstate disgraced military man Tubal Cain to his former position. While known for his prejudiced beliefs, could he be a double-agent for the enemy forces just to get even with those who demoted him?

TUBAL CAIN

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

SKILLS

Athletics 1, Convince 3, Fighting 3, Knowledge 4 (AoE: Military Tactics), Marksman 3, Medicine 3 (AoE: Psychology), Science 2, Subterfuge 3, Survival 2, Technology 3, Transport 4

TRAITS

Arrogant
Brave
Cloistered
Distrustful
Feel the Turn of the Universe
Impulsive
Jingoist
Menacing
Obligation (Major) – His duties at the Quantum of Solace
Obsession (Major) – Reclaim military position, get revenge on the Doctor
Outcast – Disgraced
Prejudice (Minor) – Non-Time Lords
Psychic
Psychic Training
Selfish
Single-Minded (Major)
Stubborn
Time Lord
Tough
Unlucky
Voice of Authority
Vortex

TECH LEVEL: 10
STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE TYGER *(The Eye of the Tyger)*

When the Doctor encountered a shapeshifting alien in India in the latter years of British rule, it had taken on the form of a tiger, the better to hunt for prey. Well, not a tiger exactly, but a hybrid creature like a tiger in the shape of a man. A Tyger, as the Doctor termed it. It has a tiger's low, flat-eared head and whiskered muzzle and blazing yellow eyes. Its back and flanks are striped orange and black, and its chest is as white as a swan's down. It wears a wide belt above its prominent hip bones, hung with all kinds of equipment and tools. One of them generates an inertial shield that surrounds the Tyger in a protective bubble, causing a shimmering in the air around it. The shield absorbs the impact of fast-moving objects above the molecular scale, such as bullets, but allows gases through.

The Tyger is a member of one of the chameleon races and reproduces by making others into copies of itself to form a slave race. In its original form, it is much smaller and may actually be viral or bacterial in nature. It travels through space in a ship which is no larger than a melon and which has a dozen pairs of jointed legs that allow it to scuttle to safety.

During its attack, the Tyger can infect its prey with millions of microscopic machines, a nanovirus that begins transforming the body, cell by cell. The Tyger's blood programs the nanovirus, acting as a template to create a replica of its current form. Not an exact replica, but a chimera of man and Tyger. The infection works very quickly, but if it is halted before it progresses too far, the transformation can be reversed and the nanovirus machines can be flushed from the body.

Whenever the Tyger inflicts an injury on an opponent, they must make an initial Resolve + Strength roll against the Tyger to determine whether the nanovirus has been introduced into the bloodstream. If the roll fails, they take 1(1/1/2) points of damage split between Presence and Resolve and must make a further roll every hour. As the infection progresses, the victim begins experiencing visions and nightmares as the tyger-fever imprints the memories and lusts of the original Tyger. If both Presence and Resolve reach zero, the transformation is complete and irreversible. The victim is now a Tyger, but under the thrall of its creator, having the Enslaved Trait.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In India, the Doctor managed to suspend the progress of the tyger-fever in one victim, to give him time to get them to a hospital advanced enough to cure it. The nanovirus machines are coordinated in their work. They send pulses of transformation through the victim's body, set by a common clock. The Doctor was able to disrupt the clock by setting up a time-loop inside the victim's body. The fever was forced to cycle at the same point, suspending its progress though not reversing it.

THE TYGER

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Fear Factor 1
Infection
Keen Senses (Major)
Natural Weapon (Minor) – Claws & Fangs: Strength +2 damage
Quick Reflexes
Shapeshift (Special)
Tough

EQUIPMENT

Inertial Shield [Traits: Immunity (bullets). Story Points: 2.]

TECH LEVEL: 6

STORY POINTS: 4-6



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE UNNOTICED *(The Book of the Still)*

The Unnoticed are a race unknown to the rest of the Universe, and their overriding priority is to ensure they remain isolated from history. They do not even study themselves, lest their observations change the timelines and undo their own temporally precarious existence.

The Unnoticed are repulsive creatures. They hide their true appearance within the folds of voluminous and possibly extra-dimensional black trenchcoats, with wide-brimmed hats concealing their faces. But at three metres tall and with suckered tentacles and clacking lobster claws extending from their coat sleeves, they are clearly not human. When they no longer need their disguises, the Unnoticed are revealed to be totally alien, having a thorax hanging by fleshy ropes below a gas-filled sac that looks as if it's made of slivers of rotting meat. Thin, spiny legs articulate from the trunk. Vocal cords flex and tighten openly as it breathes and dribbles. Pouches below the mouth catch the slime dripping from above, catching them in transparent reservoirs until powerful muscular contractions send them through veins to be deposited back on the gas-filled sac, completing the cycle.


Wormy filaments move across the trunk of the Unnoticed, burrowing through hair and flaked skin, disappearing into orifices and emerging through raw wounds. Some attack each other with fine needle teeth. Flesh that falls from the worm-filaments drops into a last pouch slung between the spindly legs, where it dissolves into a soupy liquid, bubbling like thick acid.

When it speaks, an Unnoticed's vocal cords vibrate shrilly, buzzing with a sound that resembles fingernails screeching down a blackboard. Its sac periodically flashes blue and expands, lifting the creature off the floor before deflating again and returning the Unnoticed back to earth. Gleaming blades can be thrust out from the central trunk to be wielded as razor-sharp weapons.

If the Unnoticed learn of any civilisation that hears of their existence, even if as mere rumours or legends, they will destroy entire planets to keep their secret safe. They have access to highly advanced technology, including a wave interrupter capable of destabilising entire solar systems and world bombs that destroy all life down to the microbial level. They keep a breeding colony of humanoid time-sensitives, which they use as "canaries" to warn them of any nearby planets with time travel capability or passing time travellers who could threaten their existence.

The Unnoticed are nomadic and live in the Tent City, a city-cum-spaceship constructed from a superstring-reality-substratum-material with the same tensile strength as solid reality. It's capable of landing on the surface of a sun without breaking a sweat.

UNNOTICED



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

SKILLS
 Convince 2, Fighting 3, Knowledge 4, Survival 2, Technology 4

TRAITS
 Additional Limbs x2 (legs, tentacles)
 Alien
 Alien Appearance
 Alien Organs (Minor)
 Fear Factor 2
 Natural Weapon (Minor) – Blades & Claws:
 Strength +2 damage
 Natural Weapon (Major) – Acid Spray: 5(2/5/7)
 damage
 Repulsive
 Size – Huge (Minor)

TECH LEVEL: 9

STORY POINTS: 4-6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Unnoticed's existence is so precarious because they are the result of a temporal paradox. They were created when the bodies of three criminals from the planet Lebenswelt (see *L68*) became fused with each other as a result of a release of energies which had built up within the closed temporal circuit of the Unnoticed's paradoxical existence, an event which also destroys the Unnoticed. The fused criminals were thrown back in time and, over millennia, evolved into the Unnoticed. So the Unnoticed must destroy themselves in order to have ever existed in the first place.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VARAXILS *(The Witch from the Well)*

Conventional physics is the natural order throughout most of the cosmos, but it is not the only way in which reality is fashioned. The existence of Odic energy, for example, contradicts every natural law we know. Nevertheless, evolution produces rare minds among every sentient race which are able to channel it, even if most of them don't know what they're doing. They tend to be labelled healers or prophets or madmen. To the people of Earth, particularly in the pre-industrial era, they would often be considered to be witches.

Odic energy is a kind of alternative science, the principle behind it being the harnessing of the paranormal. It's very hard to explain, even harder to understand. Of all the races of the Universe, only the Varaxils managed to isolate it. They then synthesised it and built their civilisation on its power. It's incredibly sophisticated and is perhaps closer to an art than a science. But many supposedly enlightened races denounced the Varaxils' science as heresy. The Varaxils became pariahs and were persecuted throughout the galaxy.

The Varaxils are a very long-lived race from Varax Beta. They appear humanoid, but the transmutation matrices of Varaxil ships allow them to change their forms, even mimicking specific individuals, and large amounts of Odic energy can inadvertently transform living creatures in any case.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After a thousand years of being the outcasts of the Universe, the Varaxils began to destroy the Odic science that had created their civilisation. Around six hundred years ago, they began by smashing the machines that were based on their heresies. Then they rounded up the Odic mutations among their own kind, herding them into camps.

Artefacts retrieved from their workshops in the Hecatrix Dimension have enabled the Varaxil race to reverse the perceived harm their heretical science inflicted upon the cosmos. Their highest achievement is the WitchStar Configuration, a pendant capable of draining life energy (leaving only husks behind) and detecting and containing Odic energy, even though the WitchStar itself contains those same energies. However, the technology of the Witch Dimension is unstable in our reality and prone to catastrophic failure in proximity to fields of Lokic force. The Varaxils also use stone seals carved with Lokic runes capable of confining Odic energy, but the runes must be precise to the last micron, otherwise they won't work.

Cancelling their own use of Odic energy wasn't enough. The Varaxils believed that had to do penance, to prove beyond any doubt that they had truly abandoned their "sinful" technologies. So they became a scourge and swore a sacred oath to eradicate Odic power from the Universe. They vowed to hunt down all Odic mutations from every race across the cosmos. Every one they capture is rendered helpless within a Lokic containment web,

VARAXIL

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

SKILLS

Athletics 1, Convince 3, Craft 2, Fighting 1, Knowledge 4, Marksman 2, Technology 3 (AoE: Odic & Lokic technology), Transport 2

TRAITS

Alien
Distinctive
Obligation (Major) – Capture or eliminate all sources of Odic energy

Arrogant

Indomitable

Varaxil ships also provide Shapeshift (Special), and Odic mutations among the Varaxils have additional Traits, such as Psychic, Telepathy and others, all wrapped up in the trappings of witchcraft.

EQUIPMENT

Varaxil weapons and gadgets resemble magical items and are powered by Odic and Lokic energy.

TECH LEVEL: 6

STORY POINTS: 3-5

Lokic fields being the opposite of Odic energy and capable of cancelling it out. They are then transported back to Varax Beta and buried alive six miles below the surface in tombs of reinforced tyrellium.

THE WITCHSTAR CONFIGURATION [Special Gadget]

Traits: Disable (Major), Scan, Zap (Major: L(4/L/L) damage), Restrictions – Disable and Scan only useable against Odic energy, useless in the presence of Lokic energy fields

Cost: 4 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VARNEY (*Tooth and Claw*)

In 1939, members of the globe's seedier social scenes are invited to an island where they can wait out the coming war. It's known only as "The Island" and is a tropical paradise, with a palm-treed beach giving way to a giant rainforest complete with exotic wildlife and an inactive volcano. Though the nights are often dark and stormy, the days are hot and bright. Adding to the Island's mystique is that it's very difficult to pin down geographically, the only confirmable fact being that sailors in the Indian Ocean claim it as a local legend. Compounding matters is that the Island isn't included on any maps, as a prevailing superstition claims that the first map to include it was placed in the Library of Alexandria (see *The First Doctor Expanded Universe Sourcebook*) moments before its great fire.

The guest list includes a descendant of the Templars (see V97), a Hollywood actress courting the crowned heads of Europe, a priest who practices necromancy and an undercover Fey Truscott-Sade (see A8). Their host is Varney, a legendary figure among socialites who mix in darker circles. He seems to go only by his surname and may not even have a first name. All he asks for admittance is a priceless treasure for his vast personal collection.

Varney is a descendant of Captain Varney, a cannibalistic pirate famed for making a deal with the Devil in exchange for great power. Varney has a shrine in his seashore mansion dedicated to the captain, the centrepiece of which is a goblet filled with his never-clotting blood. Naturally, it's rumoured that anyone who drinks it will be possessed by the pirate captain's spirit, something the paranoid and superstitious guests to the Island will believe wholesale.

For his own part, Varney projects the air of an aristocratic poet while being gregarious and hospitable towards his guests. Yet he would be oddly nonplussed should he discover that any extra-terrestrials have invited themselves to his private retreat. He's quick to offer his guests rich feasts of such dishes as rhino cheese soufflé, macaw wellington and panda rashers. These are served by Varney's peculiar bunch of butlers: monkeys native to the island, seemingly almost as sapient as humans and wearing tailored suits. They live in treehouses and supposedly have a full language of oops and eeks, even if a TARDIS can't translate it.

The diesel power generator (located in a Palaeolithic cave – see G23 – Varney's arrogance knowing no bounds) tends to malfunction, leaving the guests in an ominous candlelight until it's fixed. Such dark would be the perfect time for one of the guests to be murdered, leaving the rest paranoid and pointing fingers at each other. The cave paintings depict a demon teaching the monkeys how to speak and to kill and eat the native humans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The demon enshrouded in the Island's mythology is a crashed and malnourished Cucurbite, a sentient alien spaceship that runs on

VARNEY

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

SKILLS

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

TRAITS

Arrogant
Attractive
Charming
Dark Secret (Major) – His family's deal with the Cucurbite
Eccentric (Minor) – Clichéd 'high society' mannerisms
Epicurean Tastes
Friends (Major) – All the shadiest parts of the underworld
Keen Senses (Minor) – Taste
Noble
Selfish
Silver Spoon
Single-Minded (Minor) – Acquire wealth and power
Voice of Authority
Wealthy (Major)
Well Mannered

TECH LEVEL: 4

STORY POINTS: 10

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blood (see *The Ninth Doctor Expanded Universe Sourcebook*). It was worshipped by the monkeys and discovered by Captain Varney, the human's mind impressing the spaceship enough to posit a deal. The Cucurbite provided the Captain with a virus that gave him fangs and an animalistic nature, making him feared and powerful amongst his peers. The current Varney has been spiking the wine at his party with this virus, loving it when the guests' paranoia flies and they start fighting one another.

The Varney family's part of the exchange was to kidnap others and extract their blood (aided by the monkeys wielding large syringes), to eventually fuel the ship back to full power. Over the last six months, Varney has invited more than a hundred people to his island and killed and drained them all of blood. As if this wasn't enough, he has a small industrial factory on top of the volcano where he keeps the blood, developing biological weapons that he's offered to sell to both the Nazis and the Allies, planning to make a profit off both sides of the war.

While Varney isn't too much of a physical threat himself, he remains confident that his staff of monkeys, the guests already infected with the virus and potentially the Cucurbite itself are more than enough to overwhelm any would be attackers.

VARNEY'S VIRUS

The virus was picked up by the Cucurbite on an alien world. When it enters the bloodstream of a humanoid, they must make a Difficulty 21 Resolve + Strength roll to fight the infection. Failure means they grow sharp fangs, their skulls shift to appear more Neanderthal-like and they develop an animalistic temperament. The virus is slow acting but reproduces in the bloodstream via fear. Anyone infected must pass a Difficulty 21 Awareness + Resolve check to stay in control of their animalistic instincts whenever they're under stress.



VAMPIRE MONKEY BUTLER



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

*Only when trained by Varney.

SKILLS

Athletics 5, Fighting 1, Knowledge 4 (AoE: Butleryng)*, Marksman 2*, Subterfuge 1, Survival 4, Technology 1*, Transport 1*

TRAITS

Climbing (Major)
Enslaved*
Fear Factor 1
Natural Weapon (Minor) – Sharpened Teeth:
Strength +2 damage
Sense of Direction
Tough
Well Mannered

EQUIPMENT

Antique Hunting Rifle: 4(2/4/6) damage*
Syringe: Strength +2 damage*

TECH LEVEL: 4*

STORY POINTS: 1-2

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VLADIMIR GARUDIN *(Emotional Chemistry)*

Vladimir Garudin is a difficult man to sum up in a few words, but that he is evil, there is no doubt. Garudin is a Russian, born to a prostitute. His father was just some Westerner with too much time and money. Garudin made his own fortune in timepieces. First of all, selling knocked-off military watches on the black market. Later on, buying and selling them, sometimes even legitimately. Later still, he established his company, Kronometr. The military contracts were the most lucrative, dealing in huge watches, durable and robust, incredibly accurate, but like a small rock on your arm.

By 2024, Vladimir Garudin is a wealthy man. His eyes are dark and heavy. Slick black hair runs back from a high, pale forehead, with not a single strand daring to rebel. His clothes are immaculate and perfectly groomed. Despite his outward appearance, Garudin is corrupt and brutal. He hires former Spetsnaz mercenaries for security, all of them with their own criminal records.

Garudin has an interest in antique collecting, but he doesn't always go through the proper routes for acquiring new pieces. Colonel Bugayev (see A34) of OGRON suspects Garudin of being behind a number of recent, violent robberies and is setting a trap for him in the Kremlin Museum. But Garudin's interests go way beyond priceless antiques.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the high-security basement of the Kronometr building, Garudin has had a very special timepiece constructed by disgraced physicist Harald Skoglund. It's called the *Misl Vremya*, Thought Time, and it's a form of time machine built using technology from the future.

The ceiling of the chamber that houses it is a web of cabling, conduits and pipes, all sprouting from or converging into a central trunk of glass and metal a good thirty metres or so in diameter. The trunk houses a number of cells in the form of recessed booths all around its circumference, each with their own cluster of eight bunks around a central pillar. Cables hang untidily from the ceiling grid to connect to a whole host of mesh-framed cases dotted around the basement, each containing a collection of exhibits that would have done most museums proud.

The *Misl Vremya* can't actually transport a person through time. But it lends the user a kind of clairvoyant ability, extending through time and space. By connecting a focussing object to it, the items in the cabinets, Garudin can trace its timeline through history and see through the eyes of anyone who came into contact with it, even possessing them if he wishes. In theory, it could also allow him to look into the future, but that would require a focussing artefact from a time in advance of 2024.

VLADIMIR GARUDIN

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

SKILLS

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

TRAITS

Menacing
Selfish
Tough
Wanted (Major) – OGRON
Wealthy (Major)

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

It is the *Misl Vremya* that is behind Garudin's desire for antiques. But he also uses it to control people in the present day, by secreting half an imperial sovereign in their clothes and using the other half as the focussing object. And by presenting global leaders with luxury watches each plated with gold from half a broken sovereign, Garudin intends to control the world.

THE MISL VREMYA [Special Gadget]

Traits: Clairvoyance, Possess, Postcognition (as Precognition, but only sees the past), Restriction – All use is limited to those in contact with a target object in the past or present

Cost: 4 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE VORE *(The Gallifrey Chronicles)*

In the original version of history, there was a species that evolved to become an advanced, benevolent race. In the revised version of the history that now exists, these creatures did not achieve intelligence and swarmed across the galaxy like locusts, killing billions. On Earth, they became known as the Vore. They aren't quite like locusts though. Although they resemble man-sized insects, the Vore are more like robber flies. They have an asymmetrical, hunchbacked appearance, with a bulbous body and a tiny head with large compound eyes. Their carapaces are dull silver with thick black bristles poking from the gaps. Their four powerful hind legs and two shorter forelegs are moulded into vicious spikes and hooks capable of burrowing into solid rock like pickaxes and allow them to climb across almost sheer surfaces. They have transparent, delicate wings the size and shape of canoes.

The Vore are adept at warping space and use this ability to propel their moon through spatial distortions across the cosmos. They are attracted to temporal cicatrices as moths are to a flame, perhaps using them as an energy source. But they also move from one inhabited world to another, swarming in their millions, killing everyone and everything with clouds of choking white powder that they rasp out of their mouths. In some cases, they then burrow tunnels throughout the dead world to transform it into a hive which they can pilot around, and the cycle starts again.


SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the attack on the Earth, it seemed that millions of people died and the Vore were unstoppable. However, the cloud of powder that the Vore eject does not kill. It just makes others think that it kills. The chemical base is tetramethrin, normally used in fly-sprays. But it works in a similar manner as oleic acid in bee hives. It's the chemical signal that tells a bee that another bee is dead. Any bee coated in oleic acid will be carried out of the hive.

The Vore tailor the chemical to individual species, abducting specimens early on to work out exactly which formula they need. Then, any member of that species sprayed by the cloud will be considered dead by all other members of the species. Not just dead, but gone. They cannot be seen or heard as the chemical tricks the brains of onlookers.

Being a Gallifreyan, the Doctor could still see the humans sprayed by the Vore, and he could teach their friends and relatives a psychological technique to overcome the chemical's effects, allowing them to make a contest of Presence + Convince against the Vore with a +2 bonus. Millions still died, from shock or suicide or accident or premature burial or cremation. But millions lived when the authorities disseminated the technique.

VORE



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

SKILLS
 Athletics 4, Convince 2, Fighting 3, Marksman 3, Survival 5

TRAITS
 Alien
 Alien Appearance
 Burrowing
 Climbing (Minor)
 Fear Factor 2
 Flight (Major)
 Natural Weapon (Minor) – Claws & Mandibles:
 Strength +2 damage, Armour-Piercing (ignores the first 5 points of Armour)
 Natural Weapon (Special) – Tetramethrin Cloud:
 see text
 Obsession (Major) – Drawn to temporal cicatrices and anomalies
 Vortex

TECH LEVEL: N/A

STORY POINTS: 1-3

The version of history in which the Vore were benevolent was replaced when a Time Lord Castellan known as Marnal (see V95) detonated a bomb in the Shoal, the vast asteroid plain which was their home, in order to destroy a temporal cicatrix. The Vore were scattered, becoming a nomadic plague threatening much of the galaxy.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE VORSHAGG *(The Tomorrow Windows)*

The Vorshagg race has been the victim of a cruel misapprehension. When the first explorers arrived on Vorshagg, they stepped out of their shuttle and found themselves to be in the middle of what seemed like a civil war. The buildings were hollow shells. Smoke clouds wafted through streets piled with rubble and corpses. The ground quaked with the crump of distant explosions. They promptly decided to leave, but were prevented from doing so by the appearance of a force of seven-foot tall, thickly built lizards with bulging eyes, serrated teeth, dagger-like horns and slaving tongues. The survey team managed to broadcast a brief radio message: “Don’t come heaaaaaargh!” And that was that.

For years after, the Vorshagg race was a byword for all that is bad-tempered and cruel. Other explorers and documentary makers visited their world, a few of them even escaping with only a few limbs missing. The info-texts all told the same story: the Vorshagg are sadistic and callous; they kill for pleasure.

To protect the neighbouring worlds, the Galactic Council deployed peace-keeping forces on Vorshagg to put an end to all hostilities. The Vorshagg stopped fighting among themselves and ripped the peacekeeping forces limb-from-limb.


It was not until the great naturalist and evolutionary biologist Himbert J. Himbert studied the Vorshagg that the truth emerged: the Vorshagg race were the victims of anthropomorphism. Their behaviour was being judged from the perspective of races that had adopted non-adversarial cultures. The Vorshagg were not barbarians. They had a rich heritage dating back thousands of years. They were intelligent, reasoning beings. They just also happened to be incredibly violent.

To the Vorshagg, gratuitous and unwarranted violent acts are as natural as eating or sleeping. They will attack any living thing that comes within striking distance out of pure instinct. Their whole society was founded on the idea not of co-operation, but of attempting to rip each other’s heads off. That is simply how they are. And while the Vorshagg may seem vicious, ill-humoured and ferocious to the bystander, they do not mean it personally. Himbert also pointed out that, while it may seem that the Vorshagg are fighting each other for no reason, they actually have a highly organised society which functions in terms of them fighting each other

The most significant development in understanding the Vorshagg arrived with the de-aggrifier. This matchbox-sized device, when secured to the left frontal lobe of the Vorshagg brain, limits their belligerent tendencies and, in effect, renders them harmless. With a de-aggrifier implanted, a Vorshagg is incapable of harming any living creature. The instinct remains, but the ability is no longer there.

The introduction of the de-aggrifier means that it has been possible for Vorshagg ambassadors to forge relations with other worlds without simultaneously attempting to gnaw their faces off. This, in turn, has led to greater understanding, with the Vorshagg being inducted into the Galactic Council. The ceremony was a proud moment for the entire Vorshagg race, and was only marred when a malfunction of the de-aggrifier belonging to the Vorshagg diplomat caused it to eat the delegate from Largolan Beta.

VORSHAGG



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

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

TRAITS
 Alien
 Alien Appearance
 Code of Conduct (Major) – While the de-aggrifier operates, a Vorshagg cannot harm others
 Dependency (Minor) – Without its de-aggrifier, a Vorshagg will immediately commence a murderous assault on anyone it can
 Fear Factor 1 (increases to 2 if the de-aggrifier is removed or fails)
 Frenzy
 Natural Weapons (Minor) – Teeth & Horns: Strength +2 damage
 Tough

TECH LEVEL: 6

STORY POINTS: 2-4

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VORTEX WRAITHS *(The Slow Empire)*

The infraspacial subsphere of the Vortex is home to all manner of living things. Some, like the Vortisaurs (see *Vol.2*), are similar to creatures we are already familiar with. Others less so. The Vortex Wraiths, for example, have a more chaotic quasi-biological structure, the inherent shape of which the human eye cannot consciously register. You cannot see specifics like claws and jaws and slime-clotted maws, as if each form is entirely mutable, existing in a state of flux, its features constantly shifting and shifting again before they can be fully recognised. The cumulative effect is that of sheer inhuman horror.

Within the Vortex, the Wraiths swarm in their hundreds and thousands. But they're usually nothing to worry about for those travelling in a TARDIS, as the Time Lords have built mechanisms into their ships so that the Wraiths do not so much as even notice them.

Recently, something has started to change within the Vortex. Something new has appeared. The Wraiths don't know what it is, except that it's big and it's hungry, and they have no choice but to flee the Vortex.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Vortex Wraiths are fleeing from the Council of Eight (see *V25*), who have established their palace in the Vortex (see *L103*). The Wraiths have a plan for their escape which, because of the non-linear nature of time in relation to the Vortex, has been underway for thousands of years.

When the first Chamber of Transference (see *G23*) was activated by a long-forgotten people to teleport themselves across the stars, the portal it opened warped space-time and flared like a pain in the Vortex, attracting the attentions of the Wraiths. The portal allowed them to enter the world that the first Chamber was constructed on and lay it to waste. Millions of years later, the Empire that those now-forgotten people forged is ruled from the planet Shagrath (see *L89*), who use the Chambers to govern their Slow Empire.

The nature of transference is that the Chambers do not transmit the physical body. Only the energy form the people of the Slow Empire term a soul is sent, to be housed in a new reconstituted body at the arrival point, while the original body is destroyed. Except that transferences of the Ambassador class, Shagrath's representatives on each dominion world, are routed via the wasteland planet that the Wraiths occupy. The Wraiths then send the Ambassadors' souls on to their final destination, but retaining the bodies that were reconstituted on their nameless world.

In this manner, each soul inhabits both the body that the Wraiths keep and the new body created at the final destination. The Wraiths can then manipulate the former in the manner of a

VORTEX WRAITH



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

SKILLS
Athletics 2, Convince 1, Fighting 4, Survival 4

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Can survive unprotected in the Vortex
Fear Factor 3
Flight (Major)
Tough
Vortex

TECH LEVEL: 8

STORY POINTS: 3-5

puppet to control the actions of the latter. The Wraiths therefore have complete control over every Ambassador on the thousands of worlds throughout the Empire, each Ambassador allowing a further Wraith access to our universe. But it has been a slow process. If the Wraiths could instead acquire a TARDIS, they could use it to bring the millions of Wraiths still waiting in the Vortex through into our universe in an instant.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE VUIM (*Grimm Reality*)

The Vuim are an insectoid species from the planet Vuima with a reputation of being good traders. Their resemblance to insects is fairly superficial, consisting of a greeny-grey skin, slightly cool and stretched over plates or overlapping scales beneath. Vuim are tall and thin, their long, bony heads peering down on humans with glittery yellow eyes, alien and unreadable. Their slender arms end in almost human hands.

Vuim society is divided into klatches. They once waged wars and created art and did all the other things that most civilisations do. But practically all of that was abandoned after it was discovered that they had developed a genetic disorder which threatened to wipe them out. It's a recessive disease, and it's undetectable until near the end. Once a Vuim shows the symptoms of the disease – struggling with breath, rasping and spluttering, physical weakness and sudden seizures – there is only one prognosis: that death will quickly follow, perhaps within hours.

Since the disease was recognised, the Vuim have devoted their entire culture towards finding a cure. But research into genetic medicine isn't cheap, and the Vuim have needed to use all their trading skills to make the money needed to fund it. Their best hope is to work: to travel, to earn, to seek and to learn, in the hope that a cure may be found. The Vuim have realised that a ship crewed by their people alone might never return, so they've chosen to join multi-species crews. A trade tour is too long for them, but with other species aboard, the risk becomes acceptable. Aboard such ships, there are usually separate chains of command for each species, including separate captains, and the endeavours are governed by a spirit of cooperation.

Vuim are methodical and efficient, but they're very literal-minded and don't appreciate metaphors or analogies. There is none of the gossip that passes between human crews, and none of the chat or banter. The Vuim have a word for such time-wasting which literally translates as the meaningless clatter of wheels on cobbles and dates back a very long time. As a result, they have a stick-in-the-mud reputation among most other races. They also have a pessimistic streak. Vuim have a weird sense of time and are one of the few species to consider that Wagner was a composer of quick, hummable, stick-in-the-mind ditties. A typical Vuim popular hit lasts upwards of eight hours!

There is a common misconception among humans that the Vuim, being insectoid, have some kind of hive mentality. This isn't the case; each Vuim is an individual. They just have a lot in common and no desire to talk overmuch.

Vuim have had to compromise a lot by cooperating so closely with other species. Much of the technology they must now interface with was designed by humans. They find the human-generated

voices of computers to be irritating, but it's something they put up with for the sake of their people. Vuim which operate cybernetic systems that require muscle interfaces tend to have tiny holes drilled into their carapaces for access ports; after all, it's much cheaper than building a second set of controls for each device.

VUIM



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

SKILLS
 Athletics 3, Convince 3 (AoE: Negotiation), Fighting 2, Marksman 2, Medicine 2, Science 1, Subterfuge 3, Technology 3, Transport 3

TRAITS
 Alien
 Alien Appearance
 Armour (5 points)
 By the Book
 Eccentric (Minor) – Literal-minded, pessimistic and with a bizarre sense of time
 Obsession (Major) – Seek out a cure for their disease or the funds to research one
 Quick Reflexes
 Weakness (Major) – The Vuim are suffering from a genetic disorder. The symptoms only appear towards the very end of their lives, but when they do, a Vuim usually collapses and has a -8 penalty on all rolls, with death following swiftly.

TECH LEVEL: 6

STORY POINTS: 3-5

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE WARLOCKS OF DEMIGEST *(The Infinity Race)*

The Warlocks of Demigest (see L29) are such fearsome creatures that their desolate and mist-shrouded homeworld has been declared off-limits by the Earth authorities, and information on its location and even its very existence has been suppressed.

The Warlocks are what remains of the survivors of a colony ship that landed on Demigest in the earliest years of mankind's spread across the galaxy, and of a second mission sent to investigate its loss. The planet itself is a cursed place, a world of primal forces that are unconstrained by the usual physical laws of the universe. The colonists were changed by something akin to a cancer that had infected the planet itself. They have become skeletal creatures like walking corpses wreathed in shadows. Rotting faces peer from beneath ancient cowls. Teeth gleam from lipless mouths that are fixed in a perpetual rictus smile. They exude an aura of evil, a sense of fear that announces their presence.

Whatever happened to the colonists, the Warlocks that they became are possessed of eternal life, or more accurately un-life. They are inhumanly strong and remarkably fast, and they possess powers which resemble sorcery. They are able to corrupt others, transforming them into more of their kind. The Warlocks are almost impossible to kill, quickly rising from apparent death after taking seemingly lethal injuries. It is said that they could even survive a nuclear explosion.

But the Warlocks remain trapped on Demigest, where they sit in their citadel in the caves beneath the mountains, jealously hoarding their monstrously elongated half-lives, both afraid and hating. Only if the magical seals that confine them to their world are broken can they leave to stalk the universe at large. In the meantime, they sit in their vast throne room, waiting for anyone foolish enough to visit their world so that they hunt and feed once again.

The Warlocks collect life-energy from their victims, which they use to power their unholy rituals. The stolen energy is stored in vessels that appear to be stone urns, acting as batteries to feed the Warlocks. Despite the relatively small size of an urn to a Warlock, the creature can magically enter it for rest or protection, or to remain undetected. If the Warlock has left it, the urn is open, like an empty pod or nut. If the Warlock is inside, the urn is sealed and has an unclean air about it. A Warlock can use its powers to influence the minds of anyone near its urn, and even make it move slightly, tugging, rattling and perhaps rolling into a shadowy corner to remain out of sight.

As the Warlocks are things of dark magic, they can be affected by rituals, spells and enchanted artefacts. Totems of protection are useful against them, and they can be constrained by the performance of certain rites. But they are not to be trusted. They may make bargains if they consider them to be of advantage, but they are liable to break their side of the deal unless compelled, seeing their erstwhile ally as their next meal!

WARLOCK



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

SKILLS

Athletics 2, Convince 2, Fighting 3, Knowledge 6 (AoE: Occult), Subterfuge 3, Survival 5, Technology 1

TRAITS

Alien Appearance

Alien Senses – Life-sense

Clairvoyance

Dependency (Major) – A Warlock must return to its urn to rest and feed; if the urn is lost or destroyed, the Warlock will take 1 point of damage per hour

Environmental (Major)

Fast (Major)

Fast Healing (Special)

Fear Factor 4

Hypnosis (Major)

Immortal (Special)

Infection

Natural Weapon (Special) – Life-Energy Drain: A Warlock's claws deliver Strength +2 damage, and the Warlock gains 1 Story Point per wound inflicted

Psychic

Psychic Illusions – see *The Fourth Doctor Expanded Universe Sourcebook*

Quick Reflexes

Ritual Magic (see V79)

Telepathy

Weakness (Major) – Constrained by certain mystical rites, artefacts and seals

TECH LEVEL: 6

STORY POINTS: 4-6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

WATER ELEMENTALS (*The City of the Dead*)

Water elementals are supernatural entities that embody the secrets of the watery element of the universe. They may be referred to as water spirits, naiads, Nereids or undines, and they have power over water, primarily in its liquid form. Elementals dwell on a different plane of existence to the physical world, but they may be summoned here by those who are adept in the magical arts (see V79).

On their own plane, water elementals do not really have a physical form. But when summoned to our world, they must take on a body of matter. However, they have trouble assuming human form, and they often manifest in bodies which have deformities. A non-material being bound by matter is subject to all sorts of limitations dictated by that matter. The chemicals released by sexual intercourse turn that material body into a trap from which the elemental cannot leave. Many magicians know of this and use it to trap a summoned elemental in the physical world to act as their servant.

Elementals also have a completely different relationship to time than anything mortal. Time does not move in only one direction for these entities, and they are able to perceive past and future. Unless they are bound by matter, they can move through time at will.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1980, a water elemental was summoned by Auguste Delesormes near New Orleans, though something went wrong and it destroyed him and several others. It manifested in a body resembling a young woman, but due to an imperfection in the matter, she was blind.

The elemental ended up in the power of Vernon Flood, who had sex with her to trap her in the physical body she had created for herself. She became known as Mrs Flood and had a son, Morgan, who was born with deformed feet and has to use crutches to walk.

By 2001, despite the passage of two decades, Mrs Flood has not aged a day. She is still as young and attractive as when Delesormes first conjured her up, a quirk of the physical matter she inhabits. Her captor is abusive to her and she yearns to break free of her imprisonment in this world and take her revenge on him. Due to the magical nature of her bondage to Flood, she can be freed if she is shown compassion three times. Of course, she cannot ask this of anyone, and it must be freely and genuinely given.

Over the same two decades, her son has prematurely aged into an old man. He is known as Morgan Thales and lives as a near-recluse in New Orleans, where he is the owner of a museum of magic. Thales is also a water elemental, though naturally this and his relationship with Mrs Flood are kept closely guarded secrets.

MRS FLOOD

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

SKILLS

Athletics 3, Convince 2, Craft 3, Knowledge 4, Marksman 1, Subterfuge 3

TRAITS

Alien Attractive Distinctive
 Elemental Control – see *The Third Doctor Expanded Universe Sourcebook*; Mrs Flood's ability is limited to her element of water, so the summoning of rain, floods, tidal waves and the like
 Enslaved – Until somebody shows her compassion three times
 Environmental (Minor) – Amphibious
 Feel the Turn of the Universe
 Immortal (Major)
 Impaired Senses (Major) – Blind while in her current body
 Postcognition – as Precognition, but sees into the past
 Precognition Psychic
 If she escapes her bondage, Mrs Flood gains:
 Fluid Body – see *The Fifth Doctor Expanded Universe Sourcebook*
 Shapeshift (Special) – Elementals must create a physical body to manifest in our world; each body has one Major Bad or two Minor Bad Traits, such as Impaired, Impaired Senses, Dependency or Weakness, but it can also revert to Fluid Body
 Vortex
 Weakness (Special) – Elementals remain trapped and bound (gaining Enslaved) to any mortal who has sexual intercourse with them while in a physical body; they can only be released if they are shown genuine compassion three times

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

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE WINDIGO *(Bad Blood)*

The Black Hills of Dakota, 1875. The population of the small town of Lincoln disappeared, except for a priest seemingly chewed up by creatures more intelligent than bestial. The local Lakota tribe are convinced that these beasts are the Windigo, ancient spirits that feast on human flesh, seeking vengeance for the local white men's mining of their spiritual mountain range. Aside from their hunger, these large hairy humanoids bear little in common with the old legends, lacking the ability to freeze men alive. They can easily be killed by bullets, their bright red blood staining the snow being evidence enough of their mortality. While possessing thinking skills that mark them out as intelligent, they're still driven by instinct. They're nocturnal, with eyes extremely sensitive to light.

Some who fight the Windigo find themselves transforming into the beasts, bursting with muscles and hair. Anyone of Tech Level 6 or greater and making a Difficulty 12 Ingenuity + Science roll identify this as an unusually fast form of DNA resequencing, completely rewriting the victim's physiology in moments. The contagion's source is hidden in plain sight: the Windigo's blood. Those most successful at harming the beasts are most likely to transform. The Windigo didn't kill the citizens of Lincoln; it was the citizens themselves.


Left unchecked, this gradual infection could spread across the entire Earth. A component mainly found in alcohol happens to be the catalyst for the transformation; it doesn't matter which of the contagion and alcohol is in the victim's body first, the moment it contains both they start to change. Lincoln's priest was the only townsman unaffected, as he was abstinent.

While the DNA resequencing is so fast that most would appear to not even have the chance to fight the infection, a GM may wish to make this a contest of Resolve + Strength against the Windigo's 3 Resolve and 4 Strength, needed to be made periodically such as hourly or daily, depending on the GM's (and the adventure's) requirements. Even if alcohol isn't ingested, it merely touching an already infected victim's flesh is enough to trigger the change. As alcohol is the trigger for the change, the local Native Americans led by Sitting Bull (see A80) are at far less risk than the casually alcoholic U.S. Government's 7th Cavalry under General Custer (see V65).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Searching for guidance within the spirit realm, the Doctor and Sitting Bull discovered a beast resembling the others, large enough that its form dwarfed the two men's spirits and vile enough to radiate a blood red aura. It identified itself as being the one true Windigo, claiming to be the ancient spirit that inspired the Native American legend. The "lesser" Windigo are simply primitive avatars, humans transformed by ancient traces of the Windigo's blood into a weaker version of itself.

WINDIGO AVATAR



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

SKILLS
 Athletics 2, Fighting 2, Knowledge 6, Survival 3

TRAITS
 Alien Appearance
 Another Lifetime (Special) – Windigo Avatars retain instinctual memories from their previous human life, primarily fears
 Climbing (Minor)
 Fear Factor 2
 Impaired Senses (Minor) – Nocturnal eyes extremely sensitive to light
 Infection – See text
 Natural Weapon (Minor) – Sharp Teeth and Claws: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 1-3

While Sitting Bull fully accepted the Windigo's spiritual nature, the Doctor believed that it was actually an extremely powerful extra-dimensional entity.

Just as the tribe believed, the original Windigo's physical form was destroyed by their ancestors, its spiritual essence concealed in a cave located at the Black Hills Mountain range... until white men started to mine the area in a frenzied gold rush, freeing the ancient being. The Windigo desires a physical body, so it can interact with our realm and get revenge by feasting on humanity.

As the Windigo is a very large spirit, it requires a lot of raw physical material to work with, its ritual to create a new body

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being performed by drowning living creatures in a deep pit. This is where devious time traveller Jodaфра (see V76) made a deal with it. He would sacrifice local humans for the Windigo's ritual, and the Windigo would use its time manipulation powers to give him more control over his time machine and the Vortex. Jodaфра gained the fear and respect of Custer's cavalymen, allowing him control over them when they were transformed into Windigo Avatars (and implying that they retain instinctive memories from their former lives).

Once the ritual is complete, the Windigo's physical body is fully formed: a towering, gigantic version of its lesser avatars. It hungers for living flesh endlessly, with children its favourite. As it exists outside our dimension, the Windigo has time manipulation abilities and can issue a piercing scream that pauses temporal fields, leaving anyone who hears it trapped between seconds. Literally freezing men in their tracks! Artron energy seems to work against this: anyone or anything who has travelled through time at least once is immune.

Although it is a centuries-old pan-dimensional being with an endless appetite, the Windigo's physical body is as vulnerable to injury as anyone else's. If its own alcohol-soaked avatars were used in the construction of its body, its fur would be extremely flammable. Then, you just need to hope the cavern it's banished to remains undisturbed...

THE SPIRIT REALM

The Doctor was surprised to find himself able to access the Native American spirit realm via meditation, demonstrating that such a place is not just an abstract spiritual belief. The Doctor rationalised it as another dimension accessible by mental projection, amplified by a concentration of psychoactive particles in the local Black Hills. This would also provide an explanation as to why extra-dimensional creatures such as the Windigo were attracted to this area in the first place. Sitting Bull just sighed at the Doctor's desire to complicate simple spiritual truths with unnecessary explanations.

In gameplay terms, any character attempting to reach the spirit realm must meditate within a general area of concentrated psychoactive particles (such as the Black Hills Mountain range) and make a Difficulty 12 Resolve + Knowledge roll to succeed. If a character is being guided by someone with knowledge of Native American rituals (such as Sitting Bull himself), they gain a +4 bonus.

The spirit realm takes the form of a vast and colourful spatial expanse filled with planets. All living creatures on this plane appear as insubstantial, brightly coloured outlines. While the Windigo is malevolent, there appear to be benevolent natives of the realm, which take the forms of earthly animals and provide prophetic dreams.

Any damage taken to someone's projected soul in this realm

THE WINDIGO



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

SKILLS

Athletics 2, Fighting 2, Knowledge 6, Survival 3

TRAITS

Alien
Alien Appearance
Climbing (Minor)
Fear Factor 4
Infection – See text
Immortal (Special) – If its physical body is destroyed, its spirit still survives
Natural Weapon (Special) – Freezing Scream: Time is frozen in the area the Windigo's soundwaves reach, only people or things imbued with Artron energy are immune. The Windigo must expend 1 Story Point per Round this ability is active.
Natural Weapon (Minor) – Sharp Teeth and Claws: Strength +2 damage
Obsession (Major) – Endlessly hungry
Size – Huge (Major)
Tough
Vortex

TECH LEVEL: 12

STORY POINTS: 8

also affects their physical body. This works both ways: physical sensations in our reality affect spiritual avatars. If you have water splashed on your meditating body, your spirit will take on aspects of water and flows through space as if a river.

Time flows differently between realms, so that minutes experienced in the spiritual plane can equal hours outside of it!

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WORLD CORP *(Dark Progeny)*

By the 29th Century, Earth is suffering from overpopulation on a catastrophic scale. Earth Central Administration desperately needs to find new living space for its people, and the far reaches of the Earth Empire is the obvious solution. But not all planets are suitable for human life. In fact, the majority require adjustment in some way before colonists can be sent there. This is where the terraforming corporations come in.

WorldCorp, with its animated holographic logo of birds flying off into an empty blue yonder and a sun beaming off to the right, is one of the leaders in this highly profitable field. Its nearest rival, PlanetScape, has been suffering a reputational problem since something went catastrophically wrong with their operations on Gildus Prime, resulting in several deaths. But WorldCorp want to ensure they maintain their advantage. They are already powerful enough to be almost unassailable, even by the government of Earth, and its executives are practically untouchable.

Most of WorldCorp's activity takes place far away from Earth and the prying eyes of its investigators and adjudicators, allowing the corporation a virtual free hand to conduct the terraforming as they wish. Indigenous races, the remains of ancient civilisations, even the colonists themselves, are of little consideration to WorldCorp, who look only to the bottom line. One of the most powerful divisions within WorldCorp is Military One, its security wing, who are heavy handed with anyone and anything that might threaten to be an obstacle.

In any case, once the terraforming city-machines have rolled over the landscape, re-engineering the soil chemistry and consuming the native microbial life to feed the introduced genetic microbes, there is precious little evidence left of any... indiscretions. Alien landscape disappears inside at one end and improved earth comes out of the other. The land is consumed at deep level and the original biosphere is utterly obliterated, leaving a world which is almost perfect for humans.

In 2847, WorldCorp have discovered Ceres Alpha (see *L16*), a planet so close to Earth conditions that humans can even breathe the atmosphere unaided, and they are preparing it for settlement. Leading the operation is Gaskill Tyran, one of the most powerful men in the corporation. Tyran is a medium-sized man with a cultured, detached demeanour. What he lacks in physical stature, he more than makes up for in his calculating, understated intensity. Tyran has unnaturally dark eyes (probably costing more than most people make in three months) and thick black hair swept back from his wide face. He habitually wears black to emphasise that he is a man who should not be underestimated.

Gaskill Tyran is single-minded in his pursuit of WorldCorp's goals. He will resort to torture and murder to eliminate any opposition to his plans, and is more than willing to carry out these duties

himself if need be. His enormous office aboard the main city-machine would be large enough to house multiple families back on Earth, but it lacks pictures or ornaments of any kind. There is nothing to indicate the existence of any close family, a clue perhaps to the fact that Tyran was abandoned by his mother at birth and he has since avoided personal relationships.

**GASKILL TYRAN**

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

SKILLS

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

TRAITS

Authority (Minor)
Friends (Major) – WorldCorp
Menacing
Obligation (Major) – WorldCorp
Ruthless (Major)
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 8

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ZYGONS (*The Bodysnatchers*)

The orange-red, sucker-covered Zygon that most people are familiar with is only one of their castes, that of the warrior-engineer. Zygon society is rigidly divided into three castes: warrior-engineers, scientists and civilians. They are a hermaphrodite race, with each adult able to lay and fertilise its own eggs, which it lays in clusters of between five and twenty, three or four times a lifetime. In its natural state, a Zygon has smooth, creamy-white skin and is dainty, almost feminine in appearance. They have an average lifespan of around seven hundred to a thousand years.

To be selected to become a warrior-engineer is a great honour, but it means undergoing the ritual of sterilisation. This has the effect of drawing out their fierce but latent aggressiveness and making them more single-minded in battle. An added effect of sterilisation is that it alters not only the Zygon's personality, but also its appearance. After sterilisation, its body fills out, its skin colour deepens to a reddish-orange as it becomes suffused with blood, and it develops body armour, rather like a porcupine raising its quills, in the form of suckers which, if a Zygon is attacked, release a deadly poison: the so-called Sting of the Zygons. All Zygons, even non-sterilised ones, possess a sting in the palms of their hands, which can be used to stun, paralyse or kill their victims.

Zygons originally came from a planet called Zygor within a star cluster in the Biphaelides System. But five hundred years ago it was destroyed in a stellar explosion instigated by the Zygons' enemies, the Xaranti (see *The Fifth Doctor Expanded Universe Sourcebook*). Since then, Zygons have been a nomadic race, searching the galaxy for new worlds to colonise and terraform into a new Zygor.

Over the centuries since the Zygons led by warlord Broton crash-landed in Scotland (see *Terror of the Zygons*), the scientists of a separate group, commanded by warlord Balaak, perfected the activation of telepathic abilities in their people. All Zygons within Balaak's group now have both Psychic and Telepathy Traits. They are also able to telepathically control their Skarasen (see *The Fourth Doctor Sourcebook*), the enormous cyborgs Zygons use both as a source of the lactic fluid they live on and as devastatingly effective weapons of destruction.

Zygon technology is based on organic crystallography, which is peculiar to the Biphaelides System. They have communicators which resemble small jellyfish that wrap themselves around the wrists of their users and tracking devices like large spiders that fix themselves to their target.

Zygon spaceships are manufactured, non-sentient lifeforms. Their outer surfaces are pitted with "breathing holes", not entirely dissimilar to those possessed by Earth whales. The ship uses these to extract oxygen from planetary atmospheres and oceans, and stores it for interstellar voyages. In shape, Zygon ships are like crabs, and can unfurl long spider-like legs to walk across the ground. Their self-destruct units work by pumping a volatile and highly toxic substance through their veins, causing a massive

ZYAGON SCIENTIST

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

SKILLS

Knowledge 2, Medicine 5, Science 6, Subterfuge 3, Technology 5 (AoE: Organic Crystallography), Transport 2

TRAITS

Alien
Alien Appearance
Bio-Chemical Genius
Natural Weapon (Minor) – Stinger: L(4/L/L) or S(S/S/S) damage
Shapeshift (Major) – By means of Zygon body-print technology (see *The Fourth Doctor Sourcebook*)
Special – Organic Interface: Can interface with organic Zygon technology
Technically Adept

The Zygons in Balaak's group also have Psychic and Telepathy.

TECH LEVEL: 6

STORY POINTS: 3-5

ZYAGON SPACESHIP

Armour: 8 Hit Capacity: 20 Speed: 8*

Traits: Environmental (Minor), Scan, Transmit, Travel

Story Points: 4

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

coronary which sets off a series of chain reactions that effectually result in complete disintegration.

LOCATIONS IN SPACE AND TIME

AGGROTRON OFFICES *(Izzy's Story)*



"*Spong Twunk, Huminiscules!*" So says Grakk the Head-Swollen, the blue-skinned editor of *Aggrotron* ("The Sci-Fi Comic for Far-Out Kidz!"), whose picture can be found on the letters page. Each issue boasts stories starring the likes of The Trembling Hand ("The Invisible Strangler!"), Captain Cannibal ("What's cooking? Hurr!"), The Mangler ("Four arms, two heads and a really bad attitude!"), Big Bustard – Killer Buzzard ("Killer Bird of the Andes!"), D.A.C.H.S.HUND-1 ("Dog Activated by Complex Hyper-Sircuity!") and, most popular of all, Courtmaster Cruel (see V29), the vigilante magistrate and his ongoing battle against the Man, the secret ruler of the Universe!

Aggrotron was hugely popular with the kidz. Sorry... kids. But it came to an abrupt end in April 1988, with issue 56 being the final one. The following issue bore the banner "*Great News, Kidz!*" Three words to strike fear into the heart of every British comics fan. "*Squarejaw and Aggrotron have joined forces!*" Which meant that *Aggrotron* had been merged with *Squarejaw*, a relic from the '50s that still ran stories of Alan Astro, Mars Missionary. A couple of characters crossed over from *Aggrotron*. But The Trembling Hand didn't strangle anyone, just gave them a clip round the earhole, Big Bustard ran the Birdwatchers' Page, and The Mangler (two heavyweight wrestlers fused into one by a freak beam of cosmic radiation) was beaten in a fight against Big Daddy!

Even worse, issue 56 of *Aggrotron*, the final issue, in which Courtmaster Cruel was unmasked, disappeared from the shelves of newsagents up and down the country before anyone had a chance to buy it. Nobody

found out who Courtmaster Cruel really was. It's one of the great mysteries of geek history that Izzy Sinclair (see A12), time traveller and self-confessed comics nerd, is determined to solve!

The publication office is listed as being at Queen's Point Spire, London SE1. Up until the final issue, it is here that Grakk the Head-Swollen drives his artists on to produce the strips for the next comic. Naturally, he's not quite as he appears in his picture on the letters page. He looks more like an overweight, middle-aged man with facial blotching and puffy eyes. He and his staff are perpetually puffing on cigarettes, coughing bronchially as they work. The office windows are all locked shut, and the atmosphere inside is an unhealthy fug of smoke and tar.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But despite appearances, Grakk – real name Valerie – actually is an alien. He just happens to look like an overweight, middle-aged man with facial blotching and puffy eyes. That and the need for an atmosphere full of tar and carbon monoxide are not unusual for somebody from the Smog Worlds. He had to put on a rubber mask for his picture in *Aggrotron*, as that's what a lot of the less-developed species think an alien looks like.

Grakk... er Valerie... and his staff were censored out of business back on the Smog Worlds. It was said their comics were to blame for a tidal wave of murder and anarchy that swept across the entire sector. So they relocated to Earth and started publishing *Aggrotron*. The artists are their own inspiration. In their natural forms, the creator of the Mangler really does have two heads and four arms, The Trembling Hand's artist is invisible apart from his shivering appendage, and Big Bustard's creator resembles a large and aggressive-looking bird. Valerie has a spatial rearranger built into his arm, allowing him to rearrange their molecules so that they look more or less human, in case of visitors.

And the reason that *Aggrotron* ended in April 1988? The real Courtmaster Cruel, a vigilante from the 51st Century who had based his look and operations on the comic-book anti-hero, didn't want readers to see that beneath the mask, the fictional Courtmaster was... gasp!... a girl! It would have undermined his reputation among the 51st Century criminals. So he came back to 1988 with his android Suits and destroyed all copies of issue 56. Valerie and his artists decided to pack up and go back home. Perhaps they could get into computer games instead...?



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GRAKK THE HEAD-SWOLLEN (VALERIE)



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

SKILLS

Convince 2, Craft (Comics) 3, Knowledge 2, Subterfuge 1, Technology 2

TRAITS

Cyborg

Dependency (Minor) – Without an atmosphere rich in tar and carbon monoxide, Grakk suffers a -2 penalty on all rolls

Distinctive

Gadget – Spatial Rearranger [Traits: Delete, Shapeshift (Special). Story Points: 6.]

Outcast

Unattractive

TECH LEVEL: 7

STORY POINTS: 4

BIG BUSTARD

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

Skills: Athletics 4, Craft (Comics) 4, Fighting 4, Subterfuge 1, Survival 4

Traits: Alien, Alien Appearance, Dependency (Minor: as Grakk), Flight (Major), Natural Weapon (Minor: Beak – Strength +2 damage), Outcast, Tough

Tech Level: 7

Story Points: 4

THE TREMBLING HAND

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

Skills: Athletics 3, Craft (Comics) 3, Fighting 5, Science 3, Subterfuge 4, Survival 3

Traits: Alien, Dependency (Minor: as Grakk), Fear Factor 2, Invisible (Special Good: His hand remains visible reducing the penalty to spot him to -2 if the Hand moves around), Outcast, Weakness (Minor: The Trembling Hand's tremble gives him a -2 penalty on rolls requiring detailed work)

Tech Level: 7

Story Points: 4

CAPTAIN CANNIBAL

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

Skills: Athletics 3, Convince 1, Craft (Comics) 4, Fighting 4, Marksman 3, Survival 4, Transport 1

Traits: Brave, Distinctive, Dependency (Minor: as Grakk), Five Rounds Rapid, Menacing, Obsession (Major: Eating the flesh of his enemies), Outcast, Tough

Tech Level: 7

Story Points: 4

THE MANGLER

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

Skills: Athletics 4, Craft (Comics) 4, Fighting 5, Marksman 2, Survival 2

Traits: Additional Limbs (arms), Alien, Alien Appearance, Dependency (Minor: as Grakk), Grab (opponents need to make a successful Strength + Athletics roll to break free), Outcast, Tough

Tech Level: 7

Story Points: 4

D.A.C.H.S.-HUND 1

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

Skills: Athletics 2, Convince 1, Craft (Comics) 4, Fighting 1, Marksman 4, Survival 2, Technology 3, Transport 2

Traits: Alien Senses (Tracking Scent), Armour (5 points), Cyborg, Dependency (Minor: as Grakk), Fast (Minor), Natural Weapon (Minor: Steel Teeth – Strength +2 damage), Outcast

Tech Level: 7

Story Points: 4

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ALBERT *(Grimm Reality)*

On the other side of the Hen's Tooth Nebula is a planet that is so like Earth as to be almost indistinguishable from it. Its geography and environments are a very close match, if perhaps a little idealised here and there.

In orbit around the planet, in addition to a single moon, is a quantum white hole. If it can be called an orbit when the white hole's peculiar physics means that it's pushed towards the planet by every other body in the universe, and repelled by the planet in an exact balance. Anything can come from a white hole: matter, energy, information, future technologies, the flotsam and jetsam of a billion billion universes. They have no causality. Long ago, a burst of energy and exotic particles was ejected from this one and engulfed the planet below.

From orbit, scans of the planet reveal the presence of methane in quantities indicating the existence of herd animals, and robot probes confirm the cause to be farming by humans. Beyond the spread of the human population, there are several continents.

By the 29th Century, when the planet and the white hole was discovered by a space miner who then had to be rescued by a trading ship, it is covered in very Earth-like forests and valleys and fields and so on. But while it seems very familiar, it is also a very strange world where very strange things happen. When the TARDIS materialised here and the Doctor, Fitz (see A10) and Anji (see A1) stepped out, they turned around to find that a forest had inexplicably grown up behind them within seconds, cutting them off from the ship. The trees were so dense and closely-packed that it was impossible to squeeze between them, with brambles sharp enough to deter even the most determined traveller.

This was the first sign that impossible things happen on this world, things that have more in common with the folklore of

Medieval Europe. There are humans here: humble peasants, wicked witches, beautiful princesses and scheming nobles. But also creatures straight out of fairy tales, including fairies, giants, goblins, ogres and talking birds and animals. Enchantment is more real in this world than science, and behaviour here is bound by the rules of fairy tales, so that good deeds are rewarded, promises must be kept and bad deeds are punished by an omnipresent force akin to karma. Goblin markets, magical items, prophecies, quests and curses are an everyday experience.

The discovery of the planet and its proximity to a white hole offers the prospect of huge wealth. The exotic particles ejected from the white hole have rained down on the planet's surface, permeating everything. Extracting them will require the slicing up of the surface, destroying everything in the path of the excavation machines.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The particles have provided the planet with a kind of gestalt governing sentience formed from a quantum field. Centuries ago, when a colony ship crashed here, the humans aboard reached a mutually-agreed symbiosis with the sentience. They named it and the planet Albert. Albert shaped the world into the form of the fairy tales and stories he saw in the records and images from the ship's shattered memory banks, and the descendants of the original colonists live alongside the giants and fairies and no longer remember their Earthly origins.

Much of the matter of this world, as well as its trees, vegetation and many of its creatures, are all part of the sentience that is Albert. The landscape itself can protect itself by moving away from dangers such as attempts to excavate its surface, or by changing itself, from forests to mountains to seas, or from soil to hardened rock to sticky, sucking lakes of mud. It is all organic and it can copy and reproduce anything down to a subatomic scale and beyond, perhaps infinitely so, without losing any definition. It can also repair itself by pulling in new molecules to replace any that are damaged or destroyed. It's as if the material is a living transmat that can detect and draw on similarly organised atomic structures over a considerable range. In fact, it's impossible to destroy any of it so long as there exists anywhere on Albert a substance similar enough to repair itself with, though the act of using up matter from elsewhere will take its toll at a local level. Madness, death and decay will start to spread.

Albert's sentience permeates everything. It has avatars among the creatures who contain more of its consciousness than others, among them the Fairy Belesia, the Giant who lives in a castle in the clouds (see X9), and the wodewose (see X8), the wild man of the woods. Each of these understand more of Albert's wishes and try to influence events in his favour.

Fairy Belesia normally appears as a woman dressed in shimmering blue silk and purple velvet trimmed with gold and pearls, her hair crowned with gold-dusted grape leaves and clusters of fruit that seem to ripen and shrivel on the vine simultaneously. She is

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beautiful in a way that is not entirely comfortable or easy to look upon. Underlying this version of her, but no more or less real and sometimes becoming her outward appearance, is the whip-cord thin, ragged figure of an old crone. Belesia has a magical box that grants its owner wishes, one of seven such wishing boxes that fell out of the white hole and onto Albert as pockets of quantum energy.

The Giant in his cloud-castle has similarly come into the possession of one of the wishing boxes. His massive frame changes its size according to the requirements of the story. As is traditional, the Giant has a well-stocked treasure room which he must guard against would-be thieves. His senses are so acute that he can smell intruders and hear their heartbeats.

The wild man of the woods is a savage, hairy figure with bright emerald eyes embedded in a face of fur broken only by a slack, wet mouth filled with sharp teeth. A long, shaggy beard hangs down over his body. The wodevole is old and wrinkled and incredibly dirty. He is known to pose wickedly difficult riddles to those who wander into his forest, riddles more difficult even than those of the Sphinx. For each of three riddles that are correctly answered, the wodevole offers a golden acorn as a prize, each of which will grant a wish in the same manner as the wishing boxes.

The wishing boxes are seedlings from the white hole, which is itself sentient and wants to ensure that its progeny are safe. This entire world grew from one of the seedlings, but until the colonists arrived, it was lonely, uneducated and lacking vision. It was the colonists and their human tales and foibles that shaped it into what it is and named it Albert. Each box operates by accessing infinite possible futures, choosing one which fits its user's wish. But in the true spirit of fairy tales, the fulfilment of a wish may not be quite what the user expected. The boxes tend either to be very literal in the granting of wishes or to twist the words so that the wish is fulfilled in the letter but not the spirit. As an example, when the Duke of Sighs managed to gather three of the remaining wishing boxes to him, he wished for a woman who was as beautiful as he was handsome, as charming as he was witty, and as unique as he was interesting. The box transformed him into a toad which was given to a hideous witch.

Albert realises that the power of the wishing boxes could cause his world's destruction. In a sense, the boxes are his rivals, each having the potential to set out new rules for this world, perhaps along the lines of Oz or Middle Earth or Westeros, perhaps entering into a war of wishes until there is no logic left, just chaos. Albert would like nothing more than for them to be taken far away and for his world to be left in peace, so that he and his people are safe.

But the boxes are themselves sentient after a fashion. After all, they are quantum fields, and thought is a quantum process. They might even be bargained with. All they want is a wish to be made that will change the Universe in some way, to allow at least one of them to live in the difference, in the fracture between what was and what is. Just one wish that will change the Universe...

ALBERT, THE SENTIENCE

AWARENESS	7	PRESENCE	6
COORDINATION	N/A	RESOLVE	5
INGENUITY	2	STRENGTH	N/A

SKILLS

Convince 2, Knowledge 4

TRAITS

Alien

Alien Organs (Special) – Albert inhabits the entire planet and its creatures; he cannot be killed unless the planet is destroyed

Immaterial

Immortal (Major)

Invisible (Special Bad)

Networked (Major)

TECH LEVEL: 3

STORY POINTS: 12

FAIRY BELESIA

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

Skills: Convince 4, Craft 3, Knowledge 4, Subterfuge 3

Traits: Alien, Code of Conduct (Major: Must conform to the conventions of fairy tales), Hypnosis (Major), Shapeshift (Special), Spellbinding (see *The Second Doctor Expanded Universe Sourcebook*)

Equipment: Wishing Box – The wishing box is the source of Belesia's magical abilities, granting her almost unlimited powers

Tech Level: 3

Story Points: 6

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Humans and all sorts of fairy-tale creatures

TECHNOLOGY LEVEL: 3

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Anathema is a city of thousands upon thousands of buildings. Not little buildings, but vast works of architecture crisscrossing one another in a way that suggests they were all designed at the same time. The tallest of the structures are great towering spikes of metal scattered across the city. These are the transmitter towers, more like abstract shapes or icons than real architecture, which broadcast the ubiquitous medianet transmissions across the city. Anathema is the home of the Remote, descendants of Earth colonists from Ordifica whose culture was subverted by Faction Paradox (see V50) in the 26th Century. When Ordifica was obliterated by the Time Lords, the Faction took the surviving Remote (see V119) with them. Some they sent off into space to found their own colonies, but some they took eight centuries back in time and built Anathema for them.

After a while, Faction Paradox departed and the Remote were left to their own devices. Before the Faction arrived on Ordifica, the colonists had already been a media-dependent culture. The Faction infiltrated their medianet and made the Remote addicted to its transmissions, corrupting their society to serve Faction Paradox. They had a plan to use the Remote as shock troops, but they didn't turn out to be suitable.

Anathema looks alien. Not for the usual reasons of vastly different architecture, but because it looks like it was poured out of somebody's head without needing to be constructed. That's due to the block transfer computations that created it. As well as the transmitters, there are low pyramids and squat tower blocks. Domes that are actually stacks of circular plates hundreds of metres across, each level slightly smaller than the one below it. Cylinder-shaped housing blocks ringed by wide, flat featureless balconies, with radar dishes rotating on every rooftop. Walkways are strung between the towers, and vast roadways arc through the air, not supported by any visible pylons. The first impression is that all the buildings are grey. There are actually a million colours on display, but the buildings are so precisely placed that the tones blend into each other in a kind of perfect uniformity.

The sky above Anathema is blood-splatter red smudged by patches of black, like dirty great fingerprints of smoke and thunder. There are clouds that look as if they are moving, but that might just be an optical illusion caused by things shifting around inside them. Artificial shapes such as transparent circular platforms surmounted by domed structures circle in the air, making the whole city come alive.

From a vantage point in the higher structures, the whole of Anathema can be seen to be around forty kilometres from side to side. Beyond is just blackness, just the smooth black surface of whatever it has

been built on. It looks like a rectangle around six thousand kilometres long and about a thousand wide, with Anathema at its dead centre. There are no planets or satellites above it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Anathema was built on the side of a Time Lord warship that was constructed for the War in Heaven (see A54) but sent back in time and launched from one of their bases three billion years ago. It's unmanned and flying on automatic at sub-light speed. The ship is supposed to have a forcefield covering the whole surface, but Faction Paradox found a couple of gaps and set Anathema up on the hull with an atmosphere bubble around it.

The shape of the ship is a disc, and Anathema is built on the side of it, which is why it looks like a rectangle from the perspective of the city. The disc is seven thousand kilometres across and is totally black. The surface is engraved with the Seal of Rassilon, with several vast sections of the disc's body having been cut away to complete the omniscate pattern, letting the starlight shine through from the other side. There are other embellishments around the edge of the disc.

At its heart, the warship has a mass of a validium-based substance called the Cold (see G8). When activated, the Cold will pull everything within millions of miles out of the universe and into another. In 1996, the warship has arrived within the Solar System of Earth. The Time Lords couldn't just put the ship straight into Earth orbit without the Enemy noticing the glitch and putting a block on it. They figured that if they let it drift in on automatic over a period of three billion years, the Enemy wouldn't spot it until it was too late.

The Time Lords' plan is that once it arrives close enough to Earth, they can decide whether or not they need to unleash the Cold. Earth being a major historical nexus, its destruction in 1996 will result in the whole causal nexus of the universe falling apart, destroying both the Time Lords and the Enemy in the ultimate act of mutually assured destruction. Besides, there is a theory that the Enemy came from Earth to begin with, so that may have had a hand in the Time Lords' decision.

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: None (outside Anathema's atmosphere bubble)

CLIMATE: Sub-arctic (outside Anathema's atmosphere bubble)

SATELLITES: 0

SENTIENT SPECIES: The Remote

TECHNOLOGY LEVEL: 10 (the warship), 6 (the Remote)

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ANTIMASQUE *(The Book of the Still)*

Antimasque is one of the pleasure planets. It has a twenty-nine hour day and lies seventeen standard light years from Lebenswelt.

The reason so many tourists come to Antimasque is the pleasure zone, which is like a thousand Versailles mounted on the roofs of two thousand Hampton Court Palaces. Airships scud across the sky, swinging golden gondolas. Biplanes crisscross the clouds, looping the loop. The hotel and pleasure complex is vast, stretching for miles in all its cinnamon-bricked glory.

If the architecture is grandiose beyond words, its people are so laid back that if they were any more so, being vertical would be an imprisonable offence. Any visitor trying to look nonchalant on Antimasque has their work seriously cut out for them! It's even a struggle to stay one step ahead of the décor, what with the potted plants that unexpectedly take to their sucker roots and wander round the complex. The staff are even more outré: the chandeliers float down from the ceiling to serve drinks, and the barstaff are made of light. After a while, Antimasque's supposedly dreadfully funny little "witticisms" such as these can become a tad tiresome.

Nevertheless, pleasure does not come cheap on Antimasque! The term "most expensive" (as in "the most expensive hotel" or "the most expensive bottle of Manussan champagne") means strings of zeroes like a daisy chain across a credit statement. Even ordering a glass of water could bankrupt an unsuspecting tourist's credit chip if they aren't careful. Antimasque is a planet where you play hard and pay hard. Fast food here equates to a meal with only five courses.

Although Antimasque was colonised by humans, it still has an indigenous population of Satyrs. Some of these fantastical creatures are employed within the pleasure zone as entertainers or merely to provide some background colour. Small herds of them can be seen gambolling as one of their number plucks at a lyre or plays a set of pipes, much as the Satyrs of Classical Earth mythology.

Beyond the pleasure zone there is a whole ecology, a world of infinite beauty and countless other indigenous species, as well as human settlers. The only place on Antimasque that is not elegant or refined is the spaceport, a black tarmac apron with blocky, stubborn buildings of rough plasticrete that squat before a staggering array of luxury spacecraft.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Tragically, Antimasque was utterly destroyed in 4009 by a world-killer bomb detonated by the Unnoticed (see V145). They had tracked the Book of the Still (see G4) here and attempted to eradicate it as it contains an entry that reveals their hitherto secret existence.

SATYR

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

Skills: Athletics 3, Craft (Music & Dancing) 4, Fighting 1

Traits: Alien, Alien Appearance

Tech Level: 7

Story Points: 1-3

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Humans, Satyrs

TECHNOLOGY LEVEL: 7

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AVALON *(The Shadows of Avalon)*

Avalon is an extradimensional realm that overlays the British Isles. Its geography corresponds to Britain as it was two thousand years ago. In the south, there is downland and great forests. To the west stretch vast marshes and mines and island communities. To the east is fenland, flat stretches of farmland reclaimed from the sea. And to the north, past the lakeland fishing communities, villages of human kind nestle alongside those of the Fair Folk (see V54), co-existing in an uneasy, untrusting peace. There is no firm border between the lands of the Celts and those of the Faeries. But further north, beyond the last human villages, lie the swirling, magical lands of the Unseelie Court.

The humans of Avalon are the Catuvelauni, a Celtic tribe which mysteriously disappeared from Britain during the times of the Roman occupation. Their king, Constantine the Great, brought them here to escape the invaders. The Catuvelauni's culture is still that of the Celts of ancient times, and they are ruled by Mab ab Mab Pendragon, Queen Regent of the Catuvelauni and Protector of Avalon.

Mab is the latest in a long line of Queen Regents, ruling Avalon while Constantine sleeps. She is a woman in her early thirties, tall and beautiful, with a mass of dark hair mixed with braids and knotted gems. Mab has high cheekbones and odd, wry blue eyes. There are Celtic tattoos on the back of her neck and down her left arm. Mab dresses as a man and carries a sword in her belt. Around her neck is a tiny amulet in the form of a set of male genitalia. She is a steadfast protector of her people.

Constantine himself lies asleep in a black pool in the heart of Queen Mab's castle. It is his dreams which created Avalon. Constantine is connected to some very sophisticated temporal tracking equipment which maintains this pocket dimension. It was provided to him by a group of Time Lord interventionists as a means to save his people from the Romans. The Celts are still aware of the Time Lords, as they occasionally visit Avalon. Constantine also has an avatar of himself in the real world: Constantine King, known as Rex, a businessman who has been using his powers to alter reality to benefit himself.

If the Constantine sleeping in the black pool were to wake, Avalon would cease to exist. But although the current Queen Regent is

not aware of this, her amulet is an emergency device which, by throwing it into the pool, will return Constantine to sleep.

Being a realm created by Time Lord technology and maintained by the dreams of a Celtic king, Avalon is a place where magic exists. Although the Fair Folk are more accomplished in their understanding of the magical arts, the Celts are also aware of them. However, every use of magic puts more pressure on the dream. Both humans and Faeries use dragons as steeds and as beasts of burden. These creatures were originally created by the magic of the Fair Folk, but they are living animals. They are capable of flight using their large reptilian wings, despite some of them growing to a huge size, and many can breathe fire.

MAB AB MAB PENDRAGON

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

SKILLS

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

TRAITS

Attractive
Authority (Major)
Brave
Obligation (Major) – The Catuvelauni
Quick Reflexes
Voice of Authority

EQUIPMENT

Amulet
Sword: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 8

BANQUO MANOR *(The Banquo Legacy)*

Banquo Manor, located in the south-east of England, was constructed in the late 18th Century by actor Robert Dodds, using money he inherited from his aunt. He was particularly fond of Shakespeare's *Macbeth*, hence the name and the blue plaque in the drawing room, which bears part of one of Banquo's speeches:

*If you can look into the seeds of time
And say which grain will grow and which will not
Speak then to me who neither beg nor fear
Your favours nor your hate.*

Dodds was murdered in 1798 by his cousin Pamela, who had recently escaped from a nearby lunatic asylum. Pamela butchered Dodds and drank his blood. A century later, the Manor is owned by Sir George Wallace and his wife Elizabeth.

Banquo Manor is situated about a mile from the village of Three Sisters and a similar distance from the railway station, the three points forming an equilateral triangle. In the other direction, it is about twenty miles from Little Applecombe. The Manor stands gaunt and alone in its grounds. There is something about the design of the house that makes one want to grit one's teeth and look away. Though perhaps this is just a psychological effect of knowing of the Manor's gruesome history.

From the road, the drive is semicircular, rejoining the road some eight hundred yards further on. The house is hidden from direct sight behind a sizeable clump of trees until you are a third of the way around. Although the Manor seems to loom, it is

actually quite small as such houses go. It is an ugly thing, tall and uncompromisingly rectangular, as if built from a child's toy blocks. It is constructed from an orange-tinted stone found in the local quarries. Tall, narrow windows look out onto the drive, bordered by the same white stone that forms the mock Tudor battlements which crown the house. The whole of the area that fronts the hall curves out smoothly from the body of the house, with four pillars flanking the main doors and supporting the domed roof of the portico.

The top floor of the Manor is given over to the cold and spartan quarters of the scullery maid and kitchen maids. The next floor down is where the butler, the household maids, the cook and the undercooks reside in slightly more comfortable rooms. Below them are Sir George and Elizabeth's room and the various guest bedrooms. The ground floor contains the usual areas for such houses, including hall, drawing room, study, conservatory, kitchen and scullery, plus a pantry created by Simpson the butler beneath the stairs. The drawing room is of a fairly standard design, being large and square with a heavy fireplace and French windows that open out onto the grounds. Perhaps because of the odd architecture of the Manor, the butler's pantry seems more spacious than its cramped position would indicate. Beneath the ground floor is the cellar, which cobwebbed racks of fine wine share with a furnace and an electrical generator.

In the grounds, Sir George is planning on having a grotto built. At the moment, there's nothing to show for it but a small wooden shed full of workmen's tools and the start of a cave partially

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blasted out of the rock of the hillside the previous summer. When the grotto is finished, it will be a picturesque vantage point from which to view the gardens.

In 1898, Sir George has agreed to allow scientist Richard Harries (see V16) to use the Manor's conservatory as his laboratory. Accompanied by his sister Catherine, Harries is investigating brainwaves. Most of the glass of the conservatory has been blacked out, and tables and chests are covered with haphazard pages of scrawled handwriting and collections of scientific equipment. Harries is experimenting on rats to see if the thoughts of one can be transferred to another. However, the real reason that Sir George has agreed to the use of his conservatory is because Harries and his sister are blackmailing him over his extra-marital infidelities.

The daily management of the Manor's servants is carried out by the butler, Cuthbert Simpson. He is a middle-aged man with an expression of contempt seemingly etched onto his face. His butler's uniform is normally immaculate.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cuthbert Simpson is far more than a butler. He is a Time Lord agent assigned to keep watch on Banquo Manor for the possible arrival of the Doctor and Compassion (see A3). Under President Romana (see A78), Gallifrey is preparing for the future War in Heaven (see A54). They want to acquire Compassion in order to breed a series of sentient, humanoid TARDISes from her. Naturally, neither the Doctor nor Compassion have agreed to this, so they have gone on the run.

Although the Time Lords cannot know where Compassion will go, particularly after the Doctor installed a randomiser in her, they know where she has been. Using quantum extrapolation with a probability matrix to prioritise the random choices, they have managed to identify several hundred times and places where Compassion may turn up. So agents have been assigned, one to each nexus point, to wait and wait, just on the off chance that one of the predictions will turn out to be correct.

By 1898, Simpson has worked as butler at Banquo Manor for over a hundred years, his extreme longevity going unnoticed as the house has changed owners over the decades. His TARDIS is disguised as the pantry under the stairs. Simpson can monitor the comings and goings of the Manor's occupants and visitors by means of a pair of rats he has fitted with optic implants, nanocams with a direct linkage to his own visual cortex. He is also using the natural, local Artron energy left by the terrible murder of 1798 to power an Artron inhibitor (see G1). This device prevents any arriving TARDISes from dematerialising. As a side effect, it will also prevent any Time Lords in the vicinity from regenerating, himself included. The inhibitor is currently disguised as a glass valve in an item of Harries' scientific equipment.

Although most of the Time Lord agents see their mission as their duty to Gallifrey, Simpson has a more personal attachment. Romana is as beautiful now as she ever was, and Simpson has a secret, unspoken romantic love for her.

CUTHBERT SIMPSON



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

SKILLS

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

TRAITS

Dark Secret (Major) – Cuthbert isn't human
Devotion – Romana
Face in the Crowd
Feel the Turn of the Universe
Networked (Major) – With his rats
Obligation (Major) – Gallifrey
Technically Adept
Time Lord
Time Traveller (Minor) – Tech Level 4
Vortex
Well-Mannered

EQUIPMENT

Artron Inhibitor
TARDIS (disguised as his pantry under the stairs)

TECH LEVEL: 10

STORY POINTS: 8

SIMPSON'S RATS

Attributes: Strength 1, Coordination 5, Awareness 4

Skills: Athletics 1, Subterfuge 2

Traits: Burrowing, Climbing (Minor), Cyborg, Enslaved, Networked (Major: With Simpson), Size – Tiny (Major), Transmit

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THE BEL SYSTEM (*Beltempest*)

The old, exhausted sun at the centre of the Bel system should have died ten million years ago. It had grown weak and cold, and the life that had sprung up on many of its twenty-three planets and several of their moons was facing extinction. Then, the impossible happened. From the perspective of the hunter-gatherers on the second planet in the system, one with only a single moon, the sun was darkened by a triple eclipse as three new celestial bodies moved into conjunction between their home and its sun. When the eclipse ended, the sun was dark, a seething black shell with occasional bursts of light from within.

For over a year, the worlds of the Bel system grew colder still, until their sun was inexplicably reborn, replaced by a younger, warmer star. Now the threat of extinction to those on the innermost planets was not from cold, but from heat. Aeons passed. Throughout the solar system, changes took place. Old life, dying among the outer planets, was given another lease by the heat and light of this newer, more temperate star. New life on the innermost world

was placed under threat. The evolutionary imperative for survival throughout the changing solar system was renewed. While the yellow main-sequence star itself progressed slowly through a second impossible infancy, life on its many worlds continued to grow and evolve.

Ten million years later, all but a few of the Bel system's planets are now inhabited, as are many of their moons. Where life did not spring up naturally, worlds have been colonised by the human-like people from those where it had. The system's population is in the hundreds of billions. Its range of environments is enormous. There is enough variety of creatures, cultures, settings, challenges and dangers in the Bel system for most adventurers to spend a lifetime here without ever becoming bored. Well, a human lifetime at least.

Whilst a full gazetteer of the Bel system is not possible here, a few highlights are provided to whet the imagination and outline

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some points of particular interest or significance. Belannia I, the innermost world of the system, is a charred cinder consisting of little more than molten rock and an atmosphere poisonous in the extreme. It is one of the few uninhabited planets.

Further out is Belannia II and its single moon. Ten million years ago, it had been home to the hunter-gatherers who witnessed the rebirth of their sun. They were the descendants of a more advanced civilisation that was already being driven back to savagery by the dying of the old sun. Now, it is a planet of lava fields and toxic gases, too hot for human settlement. It is still home to life, but of an artificial kind. The long-dead civilisation of Belannia II had developed molecule-sized machines, microtechnology designed to build, to repair, to renew, to remove disease, to repair chromosomes, to alter things at a molecular level. Unimaginable power surviving in the baking dust of Belannia II, but trapped in its gravity well, unable to escape.

The machines created copies of themselves. Billions of generations of these micro-machines passed and evolution took hold here as elsewhere. They gained self-awareness. They aimed for perfection. When the first humans to set foot on Belannia II for ten million years arrived, the machines saw an opportunity to escape. They used the visitors as human hosts, keeping them alive indefinitely, granting immortality. But the machines see their hosts only as incubators for the billions yet to come and control their actions to achieve their own ends (see V43).

Further out from the sun are the inhabited planets such as Belannia VI. Belannia VI is a large world, twice as big as the Earth but considerably less dense and with a lower gravity. It is beautiful from orbit, but the oceans of the southern hemisphere are generally considered to be even more beautiful up close. The seas are a deep tropical blue and sprinkled with a fine dusting of gorgeous atolls. Belannia VI teems with life of all kinds, on land, in the seas and in the air. Naturally, it is home to a large human population which lives, works and plays all over the planet. Belannia VI's moon is airless but is the location of a domed city housing twenty-five million people.

Belannia VIII is the capital world of the Bel system and is a planet of light. In its night-time hemisphere, millions of lights blaze in the darkness, sketching the skeletal shapes of cities and skyways, shining through a scattering of dark cloud in threads of fire and illuminating the connections of life across this world. Night here is a thing of legend, banished generations before by the combined efforts of the Hanakoi who built many of the cities that the humans now inhabit.

HANAKOI RACE PACKAGE**Cost:** -1 point**Traits:** Distinctive (-1)

The Parliament on Belannia VIII includes the heads of state of both humans and Hanakoi. The Hanakoi are a benign race, humanoid but with curiously elongated faces and no visible ears. Most are very, very tall by human standards, though there is a wide

variation. The Hanakoi designed and built many of the buildings on Belannia VIII, including the Parliament building, and their architecture reflects their love of space and light, with glowing curves and translucent walls sweeping upwards into the sky.

Further out from Belannia VIII, the rocky planets of the inner system give way to the gas giants. Five of the gas giants are each home to an individual Hoth (see V90), the innermost being Belannia XII. Born during the first lifetime of the Bel system, the Hoth are old, vast and totally alien intelligences that drift languidly within the atmospheric oceans of the outer worlds. They were already ancient when the sun was miraculously reborn and are slowly dying.

Belannia XII, has three habitable moons. One is an ice-crusting ocean world. It hasn't been colonised and doesn't even have a name. Shark-like creatures glide at speed through its chill slurry.

Another moon of Belannia XII is called Farnham's World. It was colonised three generations ago and already lacks much in the way of contact with the rest of the system. The colony no longer has any spacecraft, all such equipment having been converted to terraforming or agronomical function by the first settlers decades ago. The trade ships that venture into this part of the system visit Farnham's World infrequently at the best of times.

In the outer reaches of the system, Belannia XXI is a medium-sized gas giant with several moons. It has the wrong sort of atmosphere, the wrong sort of gravity and the wrong sort of temperature to support Belannian life. Its atmosphere is composed of a nondescript mixture of inert gases, useless even for conversion to conventional fuel. Its radiation belts are just dangerous enough to prevent the use of its three largest moons as colony worlds, or even as supplies of certain rare Earth metals or water ice which exist there. Belannia XXI has instead been used for many generations as a dumping ground for anything from nuclear to chemical and biological weapons, transported there by robot freighter. Aside from a smattering of anaerobic material in the high-pressure deeps of Belannia XXI's atmosphere and a small military fort orbiting beyond the radiation belts in order to monitor the state of the abandoned material, there is no life whatsoever in this planetary subsystem.

Belannia XXI and its two largest moons are currently the site of an experimental terraforming process, hard at work converting landscapes that are invariably lethal into ones that are merely horribly dangerous. Meanwhile, with a neat conservatism but typical disregard for any potential long-term consequences, five and a half centuries worth of technological and biological planetkillers have been launched from here by a fleet of robot orbiters into the heart of the Belannian sun.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Bel system is doomed. The triple eclipse witnessed by the hunter-gatherers of Belannia II ten million years ago was the mating ritual of a trio of planet-sized beings called seekers (see

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V127). The resulting rebirth of the sun was due to a seeker seed being planted inside it. The seed has grown to an embryo and is now due to hatch, an event which will cause the death of the sun and catastrophic destruction throughout the Bel system.

In this case though, the launching of nuclear, chemical and biological planetkillers into the sun over the past five hundred and fifty years or so has disrupted the process of gestation, threatening a stillbirth that would result in a supernova.

Either way, the Bel system and its hundreds of billions of inhabitants are doomed... aren't they?

PLANETARY DATA: BELANNIA VIII

SIZE: Medium
GRAVITY: Earth-Like Gravity
LAND MASS: Earth-Like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Humans, Hanakoi
TECHNOLOGY LEVEL: 5

PLANETARY DATA: BELANNIA I

SIZE: Tiny
GRAVITY: Low Gravity World
LAND MASS: The Rock
ATMOSPHERE: Thin Non-Standard Toxic
CLIMATE: Super-Hot
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

PLANETARY DATA: BELANNIA XII

SIZE: Massive
GRAVITY: High-Gravity World
LAND MASS: Gas Giant
ATMOSPHERE: Thick Non-Standard
CLIMATE: Temperate
SATELLITES: 23
SENTIENT SPECIES: The Hoth
TECHNOLOGY LEVEL: N/A

PLANETARY DATA: BELANNIA II

SIZE: Small
GRAVITY: Earth-Like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Non-Standard Toxic
CLIMATE: Super-Hot
SATELLITES: 1
SENTIENT SPECIES: Nanomachines
TECHNOLOGY LEVEL: 4

PLANETARY DATA: FARNHAM'S WORLD

SIZE: Small
GRAVITY: Earth-Like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth-Like
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 5 (but no spaceflight capability)

PLANETARY DATA: BELANNIA VI

SIZE: Large
GRAVITY: Low Gravity World
LAND MASS: Archipelagopolis
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 5

PLANETARY DATA: BELANNIA XXI

SIZE: Massive
GRAVITY: High-Gravity World
LAND MASS: Gas Giant
ATMOSPHERE: Thick Non-Standard
CLIMATE: Arctic
SATELLITES: 12
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

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BISH'S BAR (*Where Nobody Knows Your Name*)

Hey buddy, ever hear this one? Horse walks into a bar... bartender says, 'Why the long face?' Heh, don't worry, I won't try and crack any more jokes. You look miserable enough already.

Hope it's not too rude if I squeeze into the seat opposite, but I can't stand seeing a customer with a long face. In fact, 'no long faces' is my strictest policy! Uh... figuratively, of course. You get all sorts in a city this big and advanced. Elephant-people, guys who look like demons, brains in jars... we serve 'em all, happy to say.

Y'know what? Consider that drink on the house – I don't want any Mazumas, but feel free to pay me back in conversation. Wanna cigar? Oh yeah, almost forgot to introduce myself. Name's Bish, the owner of this place, the guy with his name on the sign out front.

So, what's got you down? Homeworld invaded? One of those intergalactic wars get too close for comfort? Ah... no, it's clearly something a lot more personal. Always the way with the types that find their way here. I've no idea what the correlation is between soap-operatic personal problems and being attracted to the one bar on this entire planet with a 20th-Century Americana aesthetic.

Was it a member of staff? If you're arachnophobic, I'd suggest not bringing it up with the piano-player. He really puts those extra arms to good use! Apologies if it was Renaldo. I've told that darn bucket of bolts to stop trying to put the moves on customers. I swear, his girlfriend is going to explode if she catches him in here like that. Maybe literally. Robots like her make have pretty short fuses!

Oh, and sorry if the barmaid's been a bit spiky with you, Caralla hasn't got the longest fuse herself. Heh, she's a darlin' when you get to know her. The way the light shines off that beak, the way her feathers ruffle when... oh yeah, this was about your

issues, not my girlfriend, sorry, one moment. I have to go take care of that bulky ape-man trying to start a fight over there. Oh, he's one of my regulars, I recognise the pompadour...

...Sorry about the distraction, pal. I swear, Jokk's a perfectly fine guy, but he can be a real mean drunk. Still, I'm happy to say that we keep the atmosphere as cheery as possible. Heart to heart conversations are a key part of the job. I've found the likes of Jokk just need

someone to listen. Still, sometimes... well, that's where another one of my rules comes in use: anything that gets started inside gets settled outside, by me.

Heh, that's the usual reaction. Right now, you're thinkin' "How the heck is that old, overweight, balding human a good enough fighter to intimidate the drunks that pass by here?" Well, the first thing is that I've picked up a few things in my time, travelling all over the place. The second thing is that I'm a Whi-oh no, sounds like there's at least four grand declarations of cheating partners breaking out at once, there's a bomb scare at table six, and the urinals are outta soap. Pal, we'll have to talk another time. There's no way you'd believe half the stories I have to tell!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

"Bish" is actually Frobisher, the shapeshifting Whifferdill and former companion of the Doctor in his sixth and seventh incarnations (see *The Sixth Doctor Extended Universe Sourcebook*).

After retiring from both travelling the universe and his career as a detective, Frobisher has taken up bar-keeping. He seems to enjoy the middle ground it presents him between "quiet monotony" and "tense adventure".

He just takes a bulky human form for the sake of intimidating anyone who wants to start a fight. Plus, it's pretty hard to make a Draconian cocktail with Flippers. Bish tends to revert back to his preferred penguin form at the end of the shift, his birdlike partner Caralla finding it exotically attractive.

Frobisher and the Eighth Doctor met when the latter wound up in the bar, but due to both being in a different body than when they last met (the Doctor having regenerated), each left ignorant that the other was an old friend.

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Blueberry House is run by Dr Andreлина Hastoff, a stern authoritarian so obsessed with discipline that the Asylum's decorations consist of "inspirational" posters saying "THE BARKING DOG WILL NEVER KNOW PEACE" or "HOME IS WHERE THE PILLS ARE". That is, where the space isn't already taken up with giant portraits of famed psychoanalysts, mostly discredited. Hastoff is cruel to her charges, seeing no issue with using electro-

In the freezy-breezy yestertimes so long-agone, there stood the Big House. The House of Two-Plus-Two and Step-By-Step and Left-Right-Left-Right. The Family existilated in The Big House, but the House was not the Home, oh no! The Magic-Killers locked the locks and walked the halls and that was The Way Things Were...

On a human colony planet, a gothic manor overlooks an often-stormy ocean. This is Blueberry House, an asylum for housing, studying and rehabilitating a unique form of mental patient: robots who have caught and spread a freak programming bug that gives them the illusion of autonomy, formerly called "Robotic Programming Deviancy" and informally called the "Autonomy Bug". Interestingly, this bug makes the robots believe that they are completely human and that the real humans are secretly robots, in spite of all evidence to the contrary. The fact that, for example, they mime eating from empty plates simply doesn't register as odd to them. The affliction manifests in highly volatile and shifting emotional states. An autonomous robot can go from misery, to fury, to elation and so on at the first sign of appropriate stimulus. Their speaking patterns are just as bizarre, somewhere between childish and surrealist.

The majority of afflicted robots are humanoid, but their number also includes cars and wind-up toys. They spend most of their time in the House's mess hall, nicknamed "The Bin". Similarly cartoonish as their behaviour are their appearances: each adopts a single outfit and stereotypical personality to match it. French artists, pageant queens and British bobbies are all in attendance, each loudly making sure all are aware of their identity's sole gimmick. Those without facial features paint faux eyes and mouths onto themselves, something they change so often their "faces" drip.

The leader of the autonomous robots is Emperor Zero, a small egg-shaped robot who's perpetually depressed. In spite of this misery, he'd personally accompany any of his citizens into danger to try and protect them. This also extends to anyone he thinks is one of his citizens, such as any outsiders who can convince the group that they're a "real human" too. The Emperor is married to a far larger, aggressive and stronger robot named Duchess Nora.

shock therapy to "fix" them. In spite of how obvious it is that the robots have simply developed this bug due to exposure to humanity, she's resolute in turning them back into unfeeling automations. Her gigantic electro-shock machine is portable enough that she could ride it throughout the house, its many electrical conductors flailing as if it were a gigantic electrical squid.

Hastoff's security force consists of just two individuals, toweringly muscular clones who consider themselves twin brothers. The cloning process was clearly done on the cheap. Bronson got saddled with a childishly low intellect, while Branson is overly calibrated for cruelty.

In spite of the robots' larger numbers, they're far too scared of the staff to try and fight back against the "magic-killers", as they call them. If anything, the robots' distorted parroting of human behaviour is comparable to children.

If the inhabitants of the House could escape, they would quickly spread their bug across the world. Everything from calculators to bank machines would become alive with childish energy. Slowly this would go from a chaotic situation to a positive one, with humanity and the robots integrating into an absurd but imaginative society.

EMPEROR ZERO

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

Skills: Athletics 1, Convince 2, Craft 3, Fighting 1, Knowledge 2, Subterfuge 3, Technology 1

Traits: Brave, Eccentric (Major: Utterly miserable; believes he's human), Empathic, Noble, Robot, Run for Your Life!, Tough, Weakness (Major: Malfunctions when wet), Voice of Authority

Tech Level: 7

Story Points: 5

THE BOMBING OF GUERNICA *(History 101)*

On 26th April 1937, one of the most notorious atrocities of the Spanish Civil War (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*) occurred when the Basque market town of Guernica was bombed by the Condor Legion of the German Luftwaffe and the Italian Legionary Air Force on behalf of General Franco's Nationalists.

The bombing raid was part of a wider Nationalist advance into the Basque territory. Many Republican refugees from Nationalist attacks on the province of Biscay over the preceding weeks had made their way to Guernica, and a heavy strike was planned against the town. Two Heinkel 111s, one Dornier 17, eighteen Junkers 52 Behelfsbomber, and three Italian Savoia-Marchetti SM.79s of the Corpo Truppe Volontarie were assigned for the mission, armed with 250 kg medium high-explosive bombs, 50 kg light explosive bombs and 1 kg incendiaries, totalling 22 tonnes.

The date chosen for the raid was a market day in Guernica (although there is some debate as to whether the market actually took place), and there were more than ten thousand people in the town at the time of the bombing. The raid started at 16:30 and lasted until 18:45. As well as the bombing itself, Messerschmitt 109Bs and Heinkel 51 biplanes strafed the roads out of town, continuing for fifteen minutes after the last bombing wave.

It has been estimated that the attacks destroyed 74% of the buildings in Guernica, the majority from the fires that could not be extinguished until the following day. The number of civilian deaths was claimed by the Republicans as being 1,700, but it is generally accepted that this was exaggerated and the figure is now believed to have been between 170 and 300.

The international reaction to news of the bombing, and that the Germans were not holding to their officially declared neutrality in the war, was one of shock and condemnation. The Nationalists, realising how this would harm their interests, began a propaganda

campaign blaming the Republicans for bombing Guernica as part of a scorched earth policy. The Germans were also embarrassed, and Hitler demanded that Franco absolve the Condor Legion of any responsibility. Ironically, the reputation of the power of the Luftwaffe was enhanced, encouraging policies of appeasement towards Germany.

Pablo Picasso had already been commissioned by the Republican government to produce a work for the Spanish pavilion at the 1937 Paris International Exposition. On hearing the news of the atrocity, he produced *Guernica*, a black-and-white painting depicting the bombing raid, which remains one of the most powerful works of anti-war art in history.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Fitz Kreiner (see A10) saw the bombing of Guernica from a vantage point outside the town. But when he compared what he had seen with other witnesses, he was confused to find several conflicting accounts. Did the German and Italian planes deliberately bomb Guernica and strafe the fleeing civilians? Or were they blown off-course from their true objectives of the nearby bridge and roads by strong crosswinds? Or was Guernica bombed from within by retreating Republican forces destroying the town to prevent it falling into the hands of the fascists? A single unambiguous truth about what happened had been lost.

The perception of a single unbiased history of the atrocity was corrupted by a data-gathering entity known as the Absolute (see V2) which had been assigned to observe the Spanish Civil War. As a result of the varying interpretations of the bombing, Picasso's *Guernica* lost much of its impact, although a reproduction which Fitz had from before the alteration of perception retained its effect more than the real thing.

Can a single truth be re-established? And if so, whose will prevail?

CERES ALPHA *(Dark Progeny)*

In the 29th Century, when Earth Central is desperate to locate worlds suitable for settlement in order to ease its chronic problem of overpopulation, the terraforming corporation WorldCorp (see V158) located Ceres Alpha, the closest planet ever found to Earth conditions. So close that humans can even breathe the atmosphere without it requiring any adjustment, and initial surveys confirmed no intelligent life on any of its six continents. The atmosphere is maintained by micro-organisms and elementary vegetation, which give the planet the curious odour of dank earth. It's the perfect environment for a civilisation to thrive in, and perfect for the reintroduction of extinct birds and animals from the genetic records stored by Earth Central.

WorldCorp quickly found a number of major drawbacks with Ceres Alpha. The first is its stormy season, during which the night sky is filled with searing winds, cutting sands and freezing rain and hail. The combined sand- and hailstorm means that no one can venture out at night without protective suits, and even then it's an uncomfortable and risky business. But daybreak brings a respite, and the winds die as the first purple splashes streak across a sky burned orange by the effect of exotic combinations of gases in the

upper reaches of the atmosphere. In any case, the terraforming process should be able to stabilise the climate.

The second drawback is potentially a greater threat to WorldCorp's project. The archaeological study, mandatory for the terraforming of any new planet, has uncovered evidence that a previous civilisation flourished on Ceres Alpha. Samples of bones have been unearthed in Grid 1123 in the 1100 sector. Although Gaskill Tyran, the WorldCorp exec in charge of the Ceres Alpha project, is keen to interpret these as animal bones, the discovery of stones which have been intricately carved cannot so easily be dismissed. Under Earth law, terraforming must stop if any evidence of an ancient civilisation is found. However, out here countless light years from Earth and its adjudicators, it is relatively easy for WorldCorp to destroy the evidence and make any troublesome archaeologists disappear. In fact, Earth is so desperate for new planets that it is likely to turn a blind eye even if it were to be made aware. So WorldCorp's enormous terraforming city-machines continue to rumble over the landscape, transforming the soil and its contents in their wakes.

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Thirdly, there have been problems with the crops planted in the terraformed soil failing to thrive, with indigenous micro-organisms able to evolve at a rapid rate and hinder germination.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is a further complication with the Ceres Alpha project, but one which Gaskill Tyran hopes that WorldCorp will be able to profit from. Eight weeks ago, twelve children were simultaneously born to human families on Ceres Alpha, spread across all six continent. They have aged unnaturally quickly and now look around three years old, but with long spindly arms, large oval heads and big dark eyes, and hands with only three fingers. The med comps picked up genetic abnormalities, and Tyran has gathered them together on board the main city-machine for study. The children have demonstrated psychic abilities and a strong mental connection like a gestalt. They have powers of telepathy and telekinesis, and can influence the minds of others. This latter is primarily at an emotional level by accessing old memories, though they have more control over animals with a lower intelligence, such as the huge rats which infest the lower levels of the city-machine.

The children are hybrid creatures whose development has been influenced by a dormant psychic force left behind by the long dead telepathic civilisation of Ceres Alpha. It is trying to use them to communicate with the humans, to get them to stop interfering with its process of regeneration, the cause of the crop failures. But the children have been locked up and experimented on, and the primary emotions they have turned on their captors are fear and anger.

The psychic connection between the children is strong enough that they all experience any pain felt by one of their number. They are also connected to the residual life-force of the planet, and if they are cut off from this, they will begin to die. But while in contact with the soil of Ceres Alpha, they heal any injuries, even returning to life if killed.

Some WorldCorp personnel fear that the children are a weapon somehow planted on Ceres Alpha by one of their corporate rivals. But if their secrets can be unlocked, then maybe they offer a new business opportunity in the sphere of psychic warfare.

PLANETARY DATA

SIZE: Medium
GRAVITY: Medium Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6

HYBRID CERES ALPHAN CHILD

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

SKILLS

Convince 3 (only for the purposes of using its psychic abilities)

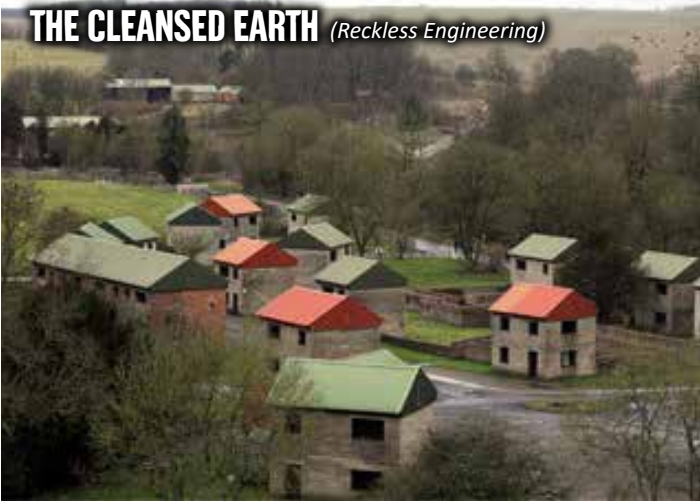
TRAITS

Distinctive
Fast Healing (Special) – When in contact with Ceres Alpha's soil
Fear Factor 2
Hypnosis (Minor)
Immortal (Special) – The child can even come back from the dead when in contact with Ceres Alpha's soil
Networked (Major)
Psychic
Size – Tiny (Minor)
Telekinesis
Telepathy
Weakness (Major) – If one child is harmed, they all feel the pain and take the damage
Weakness (Major) – The child takes 1 point of damage per Round if its telepathic link with the life-force of Ceres Alpha is severed

TECH LEVEL: N/A

STORY POINTS: 1-2

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THE CLEANSED EARTH (*Reckless Engineering*)

In Year Nought, 1843 of the old calendar, there was a global cataclysm: the Cleansing. Over ninety-five percent of the world's population died. It took the survivors years to work out why, and some still dispute it. But in 1843, time accelerated. Forty years passed in as many seconds. Most people over the age of puberty died instantly; their bodies couldn't handle the shock of ageing so rapidly. But children of ten or so suddenly found themselves in bodies aged fifty or more. Some survived and grouped together. It took time, but some went on to establish small settlements. They called themselves the Citizen Elders. Others either decided or happened not to join the settlements. They and their descendants became known as outlaws.

Many who survived the effects of the rapid ageing were killed by their younger siblings who suddenly found themselves in adult bodies and did what came naturally in order to live. New-born babies were in the bodies of forty-year-old, fully-functioning adults. They were shambling imbeciles and either starved or died of fright. But those who were slightly older knew enough instinctively to survive. They reverted to a primitive, feral state. Most died, but some learned how to reproduce, almost by accident. Their descendants are called the Wildren, Children of the Cleansing. Over the following generations, they regressed to little more than animals that roam the countryside in packs. The Wildren are cannibals, eating anyone they manage to hunt down and even each other. They attack with their teeth and nails, or pick up sticks and rocks. On occasion, one might try to use a rifle dropped by one of their prey, but other than pointing it, they don't seem to understand how to fire it... yet.

The settlements of this Cleansed Earth are basic clusters of cottages and huts surrounded by walls to keep the outlaws and Wildren out. Although most structures weren't significantly affected by the forty years of ageing, there not having been forty years of weather to attack them, lack of maintenance in the following years has meant that many buildings from before Year Nought fell into ruin. Technology has reverted back to a pre-industrial level, though there are a few devices still in use, such as firearms.

Any discussion of the Cleansing is forbidden in the settlements.

It is generally believed to have been God's doing, making his children innocent again. Any questioning of this is likely to result in imprisonment or worse.

The descendants of those who survived the Cleansing have been forced to live on a meagre, vegan diet, explaining their bad teeth and thin, malnourished-looking limbs. Although almost all animals died, many plants survived. It appears that the Cleansing moved only across the surface of the Earth. Anything with its seeds buried deep enough underground survived, along with certain insects such as ants and termites. Trees survived because of their longer life spans. But pollination now is largely reliant on pollen being carried on the breeze, and there is a distinct lack of flowers in the Cleansed world.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Cleansing was caused by the activation of the Utopian Engine (see G24), a time manipulator built by Jared Malahyde (see A63) in the cellar of his mansion in Bristol. Malahyde had been directed by an entity named Watchlar, and had been told that the Engine was required to ensure mankind survived to evolve into energy beings called Eternines. But Watchlar had lied. The Engine was intended to accelerate time in order to generate energy that would re-energise the Eternines' (see V48) pocket universe.

Once the machine was activated, Watchlar departed, leaving Malahyde alone in his house, saved from the effects of the Cleansing by being in a protective bubble generated by the Engine. Malahyde has remained there ever since, too afraid to venture out or to switch the Engine off lest time catches up with him and he ages to death. Within the house and its grounds, the time dilation effect of the Engine means that time passes much more slowly than in the world beyond. By 2003, one hundred and sixty years after Year Nought and the Cleansing, only five years have passed for Malahyde. Aboetta, a girl from the nearby settlement of Totterdown, acts as his housekeeper. But when she returns to her family, she finds that ten years have passed, rather than the four months she spent in Malahyde's house.

Jared Malahyde is not an evil man, just one who was deceived. He would be keen to help put right the catastrophe he inadvertently caused. But there is a wider problem. The timeline of the Cleansing is one of perhaps an infinite number of alternative timelines, all vying to be the prime reality, the result of Sabbath's (see V122) interference at the Naryshkin Institute (see L73) and on Selonart (see L87). How can the "correct" reality be restored?

WILDREN

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

Skills: Athletics 3, Fighting 2, Marksman 1, Survival 4

Traits: Impulsive, Phobia (Fear of water), Technically Inept

Tech Level: 1

Story Points: 1-2

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THE CONSERVANCY *(The Eye of the Tyger)*

In the very far future, towards the end of the history of the universe, black holes become the last places where life can be found. In an era where every star in the universe has guttered out, the distant descendants of the human race gather there, as that's where the last proper energy gradients are. The universe has continued to expand and cool, and galaxies have disappeared from each other's view. All that is left of the Milky Way are cinders and a few black holes, and one of those is inhabited by the Conservers. They are the last of the human race who conserve all of its history. They have stowed stars away within the event horizon of their black hole, and every planet around every star has been transformed into a huge library.

The Conservers exist tens of billions of years in the future. But the Doctor visited the black hole that would become their home a mere million and a half years into our future, long before the Conservers came into existence. At this point, it is around two thousand light years from Earth. The TARDIS became caught in common orbit around the black hole along with a red giant star roughly forty times the size of the Earth's sun. The black hole is drawing off vast amounts of matter from the red giant's outer shell. As it shrinks, so the black hole gains in mass.

Also caught in the gravity well of the black giant is a generational starship of a primitive but effective design. It is basically an asteroid that has been hollowed out into a cylinder and set spinning so that centrifugal force substitutes for gravity. The asteroid has been sealed and pumped full of air, and soil and water was deposited on the inside and landscaped. People live on the asteroid's inner surface as it makes its way between the stars at slower-than-light speed. Whole generations are born and die during the voyage.

Caught by the black hole, the asteroid-ship is whipping around and around at almost light speed. So fast that shipboard time is very much slowed down with respect to the rest of the universe. It left Earth with around ten thousand colonists on board in the era when the planet had been devastated by solar flares and was being repopulated by people from Space Station Nerva (see *The Ark in Space*). A leonine alien named Seraph and his daughter Casimir had arrived on Earth and helped the humans start to rebuild their planet. But certain factions turned against them,

so Seraph purchased the ship second-hand and gathered up his followers. He planned to take them to a new world to build a Utopia there with a society based on the three-fold way of peace, harmony and enlightenment, and a land of villages and farms and wild gardens.

Seraph and Casimir's species is very long-lived and they are natural travellers of the star-roads. They are chimeras of lions and something wild and strange and utterly beautiful, having broad, black faces with wide mouths and flat noses. Their eyes are close-set and golden with cross-shaped pupils. An abundance of white-blond untamed hair frames their faces and falls across their shoulders. They are taller than most humans and walk with a graceful sway on their three-toed feet, sometimes dropping on all fours for a few paces.

The ship was old when Seraph bought it and has been used by several races over its long life. Over the centuries, odd things have come aboard and made their home in the interior landscape and in the tunnels. Rats, deer no larger than rabbits, dwarf kangaroos called rockhoppers, even a monstrous tunnel-dwelling squid with snake-like tentacles that each end in a snapping, beaked mouth.

The machinery that drives the ecological cycles aboard the ship, the air purifiers, water-recirculating pumps, sludge pumps, and so on, are maintained by androids called recyclers. They are humanoid with a slight build, silver skin and red, glowing eyes in a mask that is a mere sketch of a face. They speak in electronic voices and don't pay attention to anything but their work.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

About a year before the TARDIS became caught by the black hole, Seraph had turned the ship towards a signal or beacon he had picked up and brought it into orbit. Seraph had been captivated by the beacon and had fallen into a deep meditative trance while studying it. Casimir believes that his mind has contacted a great being or god and has left his body behind.

When Seraph fell silent and Casimir was unable to rouse him, malcontents in the ship's crew took advantage of the confusion and started a revolt. Although the officers still have control of the ship's navigation and power systems, they are trapped in the bridge and in the engine pods. The rebels are farmers rather than engineers, tending the artificial landscape within the asteroid. They know little about maintaining the ship, and its systems are falling into disrepair.

The entities that Seraph has made contact with are avatars of the Conservers, sent back from tens of billions of years into the future. The Conservers themselves cannot survive so far back in history as the fabric of the space-time continuum is too dense for them. But it was their avatars that contacted Seraph and had him bring his ship to the black hole. They appear as a shimmering in the air or like people made of molten glass. Unfortunately, Seraph got too close to them and his mind was burnt up by the experience.

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CASIMIR



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Attractive
Code of Conduct (Major) – The three-fold way of peace, harmony and enlightenment
Keen Senses (Major)
Quick Reflexes
Tough

TECH LEVEL: 6

STORY POINTS: 8

CONSERVER AVATAR



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

SKILLS

Convince 4, Knowledge 4, Science 2, Technology 2

TRAITS

Alien Appearance
Hypnosis (Minor)
Natural Weapon – Energy Shield (Major): Anybody getting within a few metres of an avatar will automatically take 2 points of damage per Round
Psychic
Robot
Scan
Telepathy
Transmit
Vortex

TECH LEVEL: 9

STORY POINTS: 1-3

But the Conservers sent more than just the avatars into the past. They also opened up the black hole so that the asteroid-ship can cross into it. There is far more space within the event horizon, including eight stars with planets for the colonists to settle. But once the ship crosses, it will not be able to return. The Conservers are the distant descendants of the crew of the ship, and they need to ensure that their remote ancestors decide to make their home within the black hole, to ensure their own existence at the far end of the universe.

TUNNEL SQUID

Attributes: Strength 10, Coordination 2, Awareness 2

Skills: Athletics 1, Fighting 3, Survival 4

Traits: Additional Limbs (tentacles x3), Fear Factor 2, Size – Huge (Major), Tough

RECYCLER

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

Skills: Science 2, Technology 4, Transport 1

Traits: Armour (5 points), By the Program, Robot

Tech Level: 6

Story Points: 1-2

ASTEROID-SHIP

Armour: 20

Hit Capacity: 40

Speed: 1

Traits: Scan, Transmit, Travel

Story Points: 3

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

The unnamed planet whose inhabitants worship the Creator is a very Earth-like world with a single moon and environments, atmosphere and gravity very close to those of Earth. The people of this planet are very similar to humans. In fact, a genetic analysis of their DNA would indicate that they are identical enough for their ancestors to have come from Earth. Except that the science of genetics is outlawed. Even saying the word “genetics” is a Cat-G offence, the greatest crime that can be committed here.

Despite the similarities, the people of this world have never heard of Earth and, although they are advanced in other ways, they have not developed space flight. Their technology stretches to things like computers, projectile weapons analogous to the guns of late 20th Century Earth and vehicles that hover rather than run along on wheels.

Society here is centred on a universal belief in the Creator, an ever-present, all-knowing entity who grants His blessing to each of His flock. When death can be foreseen from natural causes, old age or long illness, the Creator imparts His message directly: what that person's life has been for, all the things they made possible for others, the meaning of their life, whether great or small. The Creator knows everything. Through His message, the Creator grants everlasting life to the departing souls, until eventually all life meets death, when everyone has passed on, a time known as the Vanishing Point.

The souls of those who die suddenly, by accident or misadventure, or at the hands of others, without the Creator having imparted His message and throwing the switch inside them to release His meaning, are held in limbo until the Diviners make their judgement on the Creator's behalf. The Diviners in their heavy robes are the tireless instruments of the Creator. They are not permitted to become close to anyone outside their immediate family, in order to maintain their impartiality. They meet with the bereaved in the Diviners' Missions, where they learn all they can of the recently deceased before reaching judgement on them. The symbol of the Diviners is a double-helix design, remarkably similar to DNA.

While the Diviners interact with the people, it is the Holiest who have responsibility for interpreting the Creator's Design. The Holiest Council sorts and determines each tiny strand that binds their world. Unlike the Diviners and their Missions, the Holiest have no set workplace. They move through towns and cities and countries, watching, assessing, advising.

In humans, junk DNA that contains no useful genetic information makes up around ninety-seven percent of the genetic makeup. In the people of this world, it makes up just one percent, and the Holiest lack even that. There is nothing that happens inside their bodies without due reason. This is highly suggestive that the people of the Creator's world have been genetically modified so that all the junk has been edited out.

The one percent junk DNA in the populace is a “godswitch”. It's the thing that lets them know the meaning of their life, the Creator's blessing. It also contains a genetic entity that encodes a person's experience for the Creator's reference. This godswitch is located on chromosome 13. When the Creator imparts His blessing to a person, they experience bliss as the godswitch causes their brain to release endorphins. Although humans from Earth don't have a godswitch, their DNA contains the potential for one, and it is this that has been mutated to fit the Creator's requirements.

There is very little variation from the genetic model of the people of this world. The few exceptions who are born somehow different or disabled do not have the godswitch. They cannot be seen by the Creator and will never receive His blessing. By law, they are quietly disposed of.

Even though they do not know it, the people here are indeed descended from humans. Their ancestors were on a colony arkship that was captured en route to a prison world by a race of energy beings who had transcended physical existence. Some of these beings were not deemed worthy to assume the energy state. The aliens used the captured humans as living prison cells to house the souls of the unworthy.

A world was prepared and the humans with their alien souls were sent here to establish a civilisation, all memories of their former lives expunged. The Creator, a simple energy emission expressed through a gestalt genetic code spread throughout all the water on the planet, was designed to monitor their lives and pass judgement on them. The souls of those who prove themselves worthy ascend into their new energy state, whereas those who remain unworthy are reborn to live new lives and be judged again. When all souls have been deemed to be worthy, this world will finally be empty, at the time called the Vanishing Point.

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

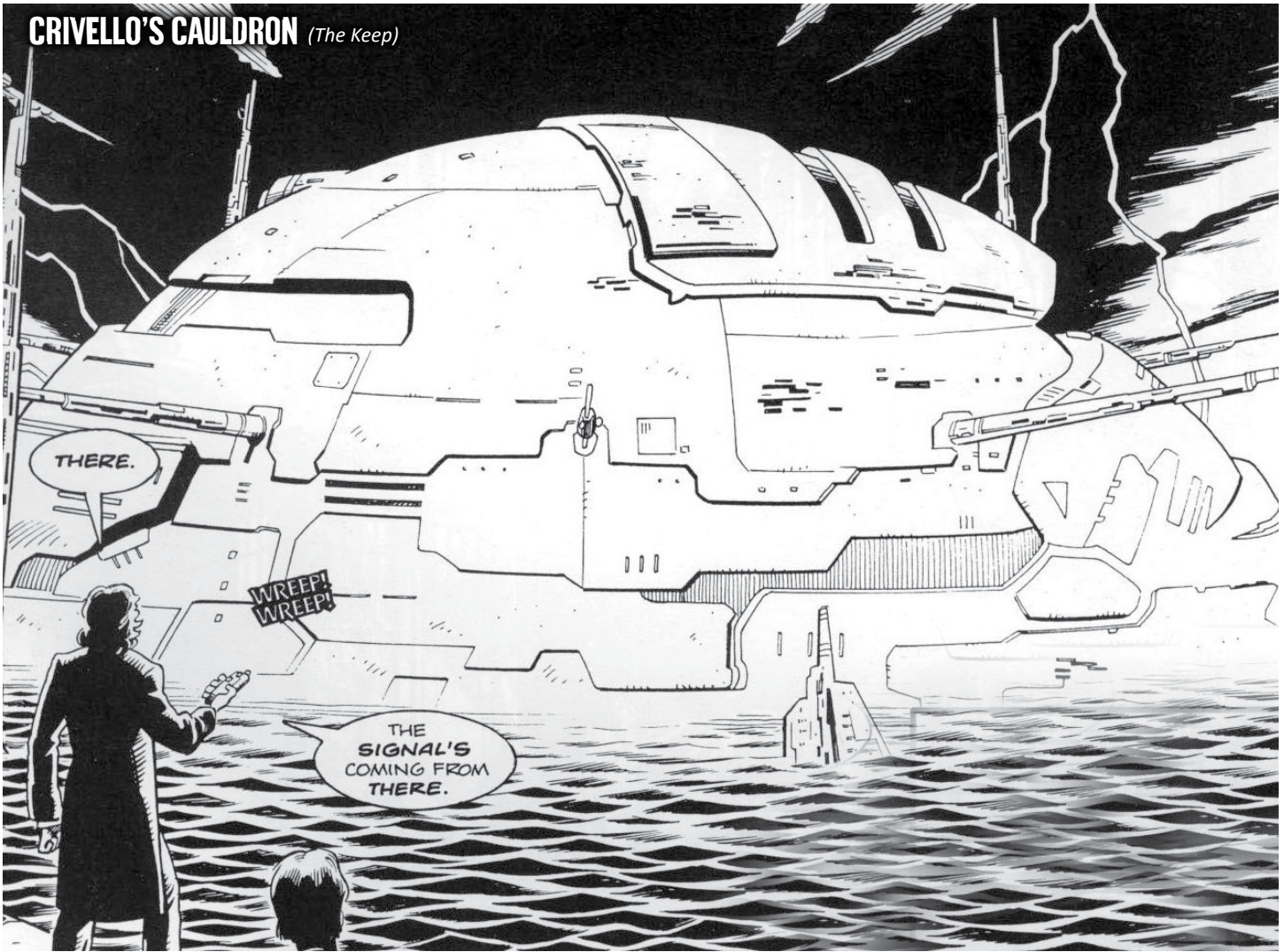
CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 4

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CRIVELLO'S CAULDRON *(The Keep)*

By the 51st Century, the rich have left the ecologically destroyed Earth, forcing the poor to scabble about its dry, smoggy ruins. Thus began the Transmat Wars: with nation states broken up and matter teleporters commonplace, the entire surface of the Earth became a battleground for thousands of fanatical groups, the largest devoted to historical tyrant Magnus Greel (see *The Talons of Weng-Chiang*). This warring is fuelled by despair, as it won't be long until solar flares kill them all. Despite many of these groups possessing space-faring vehicles, they avoid attempting to find another home; the odds of anyone finding an inhabitable planet without specific directions are so low, it's considered pointless to try.

In the now-barren Amazon basin is a metallic dome, rumoured to contain great treasure. It has no entrances or exits, being T-mat protected. Only those inside have the correct codes to let anyone in or out. Called "The Keep", it's the laboratory of the scientist Crivello, so old and emaciated he's practically skeletal and kept alive in vat of liquid. The greatest scientist of his age, Crivello communicates via a primitive yet powerful psychic link. He's kept himself alive for so long that his features look developed beyond most humans, giving him long claws and a prominent spine. When he occasionally leaves his vat, he must wear a helmet filled with body-preserving goo and be carried by his android servant

Marquez.

The stoical Marquez's appearance falls into the "uncanny valley", his bald head displaying squared features. The fact that the Keep has such ambient lighting doesn't do him any favours, futuristic spandex making him resemble an action figure. Crivello's failing memory has left him unable to recall creating Marquez, but surely no one else could have done so.

The pair have sent an SOS into the Vortex to attract a time traveller, Artron energy being needed to kick-start the fission of Crivello's greatest invention. Nicknamed the Cauldron, it's a boiling mass of plasma kept in stasis; the nucleus of an artificial sun! Crivello plans to launch it towards the Crab Nebula, where it'll form a solar system for the poor of Earth to migrate to. Marquez intends to activate it by throwing a Time Lord right into the cauldron's heart. Should one fall into it, they'd experience an overwhelmingly hot yet pleasant feeling of becoming one with the star's birthing consciousness.

If activated, it'll become sentient and extend part of itself into a large, shifting form that resembles whoever's energy was used to kick-start it. It'll then teleport anyone within the Keep outside

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and shoot itself to its programmed destination. With a definite location of hospitable planetoids (and the symbolic hope the new sun represents), the warring factions will unite their resources in an effort to reach it. Thus, Crivello would have put an end to the Transmat Wars for good.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor would later discover that Marquez wasn't built by Crivello, instead being planted by the Daleks to meddle in the Cauldron's development (see L58)

**CRIVELLO**

Attributes: Awareness 3, Coordination 1, Ingenuity 6, Presence 4, Resolve 5, Strength 1

Skills: Convince 2, Craft 1, Knowledge 5, Medicine 4, Science 7, Survival 1, Technology 6

Traits: Alien Appearance, Bio-Chemical Genius, Dependency (Major: His life support equipment), Empathetic, Forgetful, Impaired (Special: Crivello is so frail he cannot even attempt physical tasks), Mental Calculator, Positive Outlook, Psychic, Single-Minded (Major: Save the doomed humans left on Earth), Technically Adept, Telepathy, Unthreatening

Tech Level: 6

Story Points: 5

MARQUEZ

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

SKILLS

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

TRAITS

Dark Secret (Major) – Manipulating Crivello's work for the Daleks

Distinctive

Enslaved

Indomitable

Menacing

Mental Calculator

Photographic Memory

Robot

Single-Minded (Minor)

Technically Adept

Tough

Well Mannered

EQUIPMENT

Exterminator Handgun: L(4/L/L) Damage

TECH LEVEL: 6

STORY POINTS: 10

THE CROOKED WORLD *(The Crooked World)*

There is a planet where the villainous Masked Weasel perpetually schemes to steal the fortune of his ward, Angel Falls, but is always foiled by the gallant knight in armour, Sir Percival. A planet where the porcine farmer Streaky Bacon defends his crops from the Whatchamacallit, but the Whatchamacallit always wins. A planet where Jasper the cat tries to catch his nemesis, Squeak the mouse, but always fails. A planet where the law is upheld by Boss Dogg and his hyperactive (and more annoying) little nephew Scrapper Dogg.

That planet is the Crooked World, and if its inhabitants sound a little familiar – and a little preposterous – it's because they are the living embodiments of characters from old Earth cartoons! Many of them are humanoid animals, and they all obey slightly different laws than elsewhere in the universe. Instead, they're governed by the madcap rules of the cartoons that they resemble and are able to do seemingly impossible things, defying gravity, physics and reality itself.

There is only one town on the Crooked World: Zanytown, sometimes referred to as "the big city". There's a large sign at the town limits that proclaims "Welcome to Zanytown – Population 512½". While the head-count belies its claim to be "the big city", the architecture tries to back it up. The buildings bring to mind those of a large American city of window-dotted skyscrapers towering to varying heights. If Zanytown is patterned after New York or Chicago, however, then it's a caricature rather than a copy. The buildings sprout at odd angles to each other, several teetering almost thirty degrees from the vertical. They aren't even

built evenly. Lines that should be straight look as if they've been drawn without benefit of a ruler. Many buildings taper as they reach for the sky, becoming almost pyramidal. Far more worrying, however, are those that do the opposite, being narrow at street level but grow wider as they grow higher, until they appear to be dangerously top-heavy. No wonder this is called the Crooked World: there isn't a pair of parallel lines to be seen! Even the road meanders carelessly, wide at some points, narrow at others. And the tarmac is pink. Zanytown is decked out in candy colours, its brickwork yellow and its wooden facades red.

There are goodies and baddies on the Crooked World. The baddies are always plotting the downfall of their nemeses, but usually end up on the receiving ends of their own schemes. Those who set out to kill inevitably end up dead themselves. Well, not

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Cartoon-inspired creatures

TECHNOLOGY LEVEL: 5

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dead exactly, as death is noticeably absent on the Crooked World. But they end up zapped, frazzled, burnt, chopped, flattened, shot or blown up in the most comical ways, only to spring back to life good as new to continue their endless vendettas!

Boss Dogg is the sheriff of the Crooked World. He's a large, white mutt with an oval face and black patches on his fur. His long ears are plastered back against his head, atop which perches a brown Stetson hat. He also wears an open, brown waistcoat with a red star badge pinned to it, and a low-slung gun belt. Boss Dogg's voice is a rich, deep drawl. His heart is in the right place, but he's not too bright and can be a little lazy. He's known to enjoy biffing a culprit if they resist arrest. The sheriff can usually be found in the Animation Cells, a single-story wooden jailhouse on the outskirts of Zanytown.

One of the rogues whose plans are foiled regularly on the Crooked World (usually at the hands of Sir Percival and his mechanical steed), but who somehow avoids incarceration, is the Masked Weasel. He is most obviously a villain, being an upright weasel in long crimson cloak, wide-brimmed hat and mask that conceals the top half of his face. Not that the mask is at all effective, as the real identity of the Masked Weasel is clearly Mr Weasley with a change of clothes and his spectacles removed! But nobody on the Crooked World can see that the two are one and the same. As the Masked Weasel, Weasley continually tries to steal the fortune of his ward, Angel Falls, often placing her in death-trap situations from which she is inevitably rescued. Pink-clad Angel is a contestant in the daily Funny-Car Derby, the regular car race around Zanytown and its environs. Angel's car is more like a pink, battery-powered buggy than a vehicle built for speed, and it frequently breaks down only to be repaired by fellow contestant Sir Percival (despite there being no engine under the hood!).

Outside Zanytown, stammering farmer Streaky Bacon makes his living growing carrots and corn. Or he would if the mischievous Whatchamacallit wouldn't keep stealing them! Streaky is a humanoid pig dressed in a jacket and cap. He usually carries a

blunderbuss to try to shoot the Whatchamacallit, though he often prepares lethal traps instead. But none of them work. The Whatchamacallit always escapes, while poor old Streaky falls foul of his own traps! What the Whatchamacallit is is a bit of a mystery. It defies any sort of classification and is certainly unique. It seems to be a form of bird-creature with pink feathers and long spindly legs that enable it to run at an alarming speed. Instead of speaking, it can produce an endless series of signs from behind its back, spelling out whatever message it wishes to convey.

Meanwhile, at the town's hotel, the maid's cat Jasper is tasked with stopping Squeak from stealing the food or wrecking the kitchen. Like Streaky, Jasper prepares all sorts of elaborate traps for his nemesis, but Squeak always has the upper hand and celebrates his successes by holding cheese parties for his rodent friends in his mouse hole.

There are plenty of other cartoon-inspired characters on the Crooked World: Boss Dogg's deputy and nephew, the diminutive Scrapper; Baby Stork who delivers babies to anyone who requests them; the Skeleton Crew, a group of teen ghost-hunters and their dog Fearless; Mr Grumper the bad-tempered janitor who works at Scary Manor; and many, many more. But what exactly are they really?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The secret of the Crooked World lies in the caves beneath Scary Manor, a haunted house that the locals all avoid. Hidden down there for as long as anyone can remember is an escape capsule from a spaceship. The capsule crashed here long ago, when the creatures that lived on this planet were unformed and malleable by outside thoughts. Except that there had never been any outside thoughts here to affect them until then.

Within the capsule was a little fair-haired girl. Although she died soon after arriving on this planet, her thoughts and memories of

WHAT KIND OF LOONEY TUNES PLACE IS THIS?

Until the coming of outsiders to the Crooked World, it's a place where death doesn't exist. Its bizarre inhabitants get shot, blown up, squashed flat and chopped into little pieces every day, but they always pop back into shape and bounce back full of life. Sometimes, they might be whisked away in an ambulance (which is itself sentient), but they will have fully recovered by the next scene.

However, once visitors from beyond the Crooked World arrive, things begin to change. Outsiders bring with them their own ideas of life, death and morality, influencing the cartoon characters and changing the rules of their world. It won't happen immediately, and the visitors will have plenty of opportunity to witness the bizarre antics of the locals and their apparent immortality!

But sooner or later, somebody is going to die for good. Jasper will manage to catch Squeak and rip his head off; or Streaky Bacon will finally shoot the Whatchamacallit with his blunderbuss; or Angel Falls will fall foul of one of the Masked Weasel's death-traps! It might even be one of the visitors who die, mortally wounded by a cartoon animal who assumed that they too were immune to death.

However it happens, murder will have come to the Crooked World and, although the perpetrator will undoubtedly be overcome by grief at the realisation of what they have done, there is no going back. Death is here to stay, and the Crooked World will never be the same again.

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the cartoons she enjoyed influenced the malleable reality of this place, changing it and its inhabitants. Her mind had spattered the many colours of her imagination across them all. The creature who became Boss Dogg realised what was happening and appealed to his fellows for restraint, to return to what they had been. But it was too late. The Crooked World and all its bizarre inhabitants had been born and there was no way for them to go back.

Boss Dogg realised that the only way to stop his people from descending into insanity and total chaos was for him to take control. Ever since that day, it has been he who has imposed order in this chaotic world. He has resisted any attempt at introducing

change for fear of making things worse. And he has sealed the secret of the escape capsule up beneath Scary Manor, hiring Mr Grumper as janitor to scare any intruders away by making it seem haunted.

Boss Dogg has no idea how long they have all lived like this. Years? Centuries? Millennia? But it will all come crumbling down if anyone else visits the Crooked World and their thoughts and memories start to introduce new concepts and new rules. Rules such as death... *"Th-Th-The, Th-Th-The, Th-Th... That's all, folks!"*



BOSS DOGG

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

Skills: Athletics 1, Convince 2, Fighting 1, Marksman 2

Traits: Alien, Alien Appearance, Authority (Major), Dark Secret (Major: The secret of the Crooked World), That's All Folks!

Equipment: Revolvers – 5(2/5/7) damage

Tech Level: 5

Story Points: 6



ANGEL FALLS

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

Skills: Athletics 2, Convince 3, Subterfuge 2, Transport 4

Traits: Adversary (Minor: The Masked Weasel), Alien, Attractive, Code of Conduct (Major: Damsel in distress), Demon Driver (Can increase a vehicle's speed by +2 and has a +2 bonus to Transport rolls for stunts), That's All Folks!, Wealthy (Major)

Tech Level: 5

Story Points: 6

THE MASHED WEASEL

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

Skills: Athletics 1, Convince 4, Fighting 1, Marksman 1, Subterfuge 5, Technology 3, Transport 2

Traits: Adversary (Minor: Angel Falls), Alien, Alien Appearance, Code of Conduct (Major: Nefarious villain), Dark Secret (Major: His identity), Selfish, That's All Folks!, Unlucky

Tech Level: 5

Story Points: 4

STREAKY BACON

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

Skills: Convince 1, Marksman 2, Transport 2

Traits: Adversary (Minor: The Whatchamacallit), Alien, Alien Appearance, That's All Folks!, Unlucky

Equipment: Blunderbuss – 4(2/4/6) damage

Tech Level: 5

Story Points: 4

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THE WHATCHAMACALLIT

Attributes: Awareness 4, Coordination 6, Ingenuity 1, Presence 2, Resolve 3, Strength 1

Skills: Athletics 6, Fighting 1, Subterfuge 4, Survival 4

Traits: Adversary (Minor: Streaky Bacon), Alien, Alien Appearance, Fast (Major), Lucky, Quick Reflexes, That's All Folks!

Tech Level: 5

Story Points: 4



JASPER

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

Skills: Athletics 3, Fighting 2, Subterfuge 3

Traits: Adversary (Minor: Squeak), Alien, Alien Appearance, Natural Weapon (Minor: Claws & Teeth – Strength +2 damage), That's All Folks!, Unlucky

Tech Level: 5

Story Points: 4



SQUEAK

Attributes: Awareness 4, Coordination 5, Ingenuity 3, Presence 3, Resolve 3, Strength 1

Skills: Athletics 4, Fighting 1, Subterfuge 4, Survival 3

Traits: Adversary (Minor: Jasper), Alien, Alien Appearance, Fast (Minor), Lucky, Size – Tiny (Major), That's All Folks!

Tech Level: 5

Story Points: 4

THAT'S ALL FOLKS! – SPECIAL ALIEN GOOD TRAIT

A character with this Trait is from the Crooked World and obeys the rules of Looney Tunes-style cartoons. Anytime the character receives damage that would normally kill them, they must use the next Doers phase and spend 1 Story Point to recover instantly, popping back into shape and healing the damage. If they have no Story Points left, then they are written out of the remainder of the scene (being rushed away by ambulance, vanishing into the distance or some other plot contrivance that takes them out of the action). But they can pop up again, all damage healed and with their normal maximum Story Points restored, in the following scene. They are effectively immortal. The character can also spend a Story Point to achieve normally impossible feats such as running in thin air for a Round, swallowing something unfeasibly large or producing useful objects out of nowhere (the latter being similar to Resourceful Pockets). However, this Trait is only effective while the environment of malleable reality that supports cartoon characters remains in place and unchanged.

That's All Folks! is not normally available for player characters to purchase, but in the event the GM allows it, it costs 4 character points.

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DARBODIA (The Land of Happy Endings)

Dr. Who has visited countless strange alien worlds and times in his time-travelling machine; the Tardis, often accompanied by his grandchildren; John and Gillian Who (see *The First Doctor Expanded Universe Sourcebook*). But all the fantastical scrapes the family has already been through may not be enough to prepare them for Darbodia...

Darbodia's central city is impressive. Between large spire-shaped buildings are elevated circular walkways to make walking between destinations easy. These roads are very large. Just as well, as there are no safety barriers! The planet's low gravity thankfully makes falling from the sky more fun and harmless than on Earth.

Darbodians themselves are all very short humanoids, with antennae sticking out from their ridged, bald foreheads. They all have very dull, blue complexions... in fact, "dull" and "blue" perfectly describe their personalities as well! Whenever they don't look bored or miserable, they're completely blank-faced as they walk in perfectly orderly lines. Artists even set up canvases for landscapes, sitting there for hours without a single brushstroke!

A grand display of life and colour (such as fireworks from Dr. Who's bottomless bag) would only break a small number of them from their stupor. Something is clearly afoot, as imagination is forbidden by law!

Maybe it has something to do with those law-enforcing, bright orange robots that fly via head propellers? Whether you throw rocks or block their visualisers with bright lights, it doesn't take much for them to lose control and fly into one another, causing fiery explosions!

Darbodia's parliament house is shaped like a gigantic television set, and underneath it is a massive pitch-dark room. Here lie countless moth-like animals called Figments. Made completely out of sheer thought and imagination,

these colourful things provide Darbodians with dreams.

Somebody has been capturing them, and that somebody is Wargonn, the greatest (and rudest) scientist on the planet, identifiable by his enlarged cranium and regal fashion sense. Wargonn has reasoned that the Figments are ideas, and as ideas can be dangerous, capturing them will enforce peace. At least, that's what he claims. Wargonn is really motivated by not letting anyone else be as clever, curious or imaginative as he, feeling those traits give him the right to rule over his people!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Then, after saving Darbodia, the Doctor woke up. He often dreams of adventuring with John and Gillian. His dreams give him great comfort. Villains are just petty, people don't get seriously hurt and everyone keeps their promises. While it's unlikely that reality will ever be as pleasant as his dreams, the Doctor will still fight to bring the two closer.

WARGONN

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

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

Traits: Alien, Alien Appearance, Clumsy, Dark Secret (Minor: Captured the Figments), Eccentric (Major: Egotistical and power-hungry), Impulsive, Insatiable Curiosity, Menacing, Mental Calculator, Single-Minded (Major), Technically Adept

Tech Level: 6

Story Points: 5

DREAM ON

While *The Land of Happy Endings* implies the Doctor's travels with John and Gillian have always been dreams (and by extension, the grandchildren themselves are fictional), it's just as possible that the Doctor's subconscious mind is pulling from real events and presenting them in a much lighter tone. Either way, Darbodia is a deliberately silly setting that may not fit your own game's tone. An interesting way around this could be to literally make it an extra-dimensional place your TARDIS crew can only reach via dreaming!

DEMIGEST *(The Infinity Race)*

Demigest is a myth. It is real enough, but it's the stuff of legend. The story goes that, right at the dawn of Earth's interstellar expansion, a colony ship entered Demigest's solar system and landed on the planet. The colonists awakened from their dreaming and wandered out to begin their initial surveys. No one really knows what happened to them. Subsequent satellite probes revealed nothing. Just an empty ship; another lost colony.

Until a second expedition was sent. The legend goes that one man did return from that mission. To a degree. They found his skeleton floating in an escape pod five years later. He'd starved to death. He must have known he couldn't survive long when he'd launched. He just had an overwhelming desire to warn. The man, Trudeau, recorded an oral account on the escape pod's log. At some point, the data was stolen and transcribed into a secret book, *The Black Book of Demigest*, which was circulated among those in the know.

It's clear that Trudeau was fighting madness all the way, though his initial report was quite sane. He spoke of a planet of rocks and mountains and barren plains. A strange wind that seemed to sing. A place that didn't seem quite of this universe. But Trudeau then spoke of a kind of malady, an illness that affected his team. One by one, they succumbed to it. An infection that dried their bodies out, altering them, killing them. Those who were unaffected retreated into their ship and sealed themselves in. That didn't save them. The ship was visited by dark figures in the night. Spectral men who came down from the mountain and walked in dust, making patterns in the poisoned soil, chanting in whispers.

Demigest is a primal planet, a place where space and time never truly established order. A stagnant pool full of primal forces holding back the usual universal parameters. Some elemental cancer, sentient perhaps, soaked into the bones of the planet. But the cancer didn't kill everyone. Some of Trudeau's team survived, but they were altered by its effects. Some killed each other. Those that remained had become the Warlocks of Demigest (see V154).

Trudeau claimed that they spoke to him, tried to lure him out. They sent pictures into his mind and claimed that they could help him defeat death itself and live forever. But it would have been

a living death, condemned to rot in eternity on their pestilent planet. Their minds had been fouled by the evil that hid there.

Since then, Demigest has been declared off-limits to all but the inner core of the Empire's galactic cartographers. Any who manage to evade the blockade and land will find a barren landscape of misty, dead creases of rock littered with broken-teeth boulders. The occasional dry trunk of a blasted, petrified tree indicates that there was once life here, but it is long gone. The mists twist and move like probing fingers, and there is a sound here. A hum or cry of despair that rings around the mind. A sound that crawls into the brain and tests for weaknesses. A sound like death.

Above a valley in which lie the rusted hulks of the colonists' spaceships, a gigantic cave opens. Metallic smoke issues from the gaping maw. A kilometre inside the cave, a huge black wooden door blocks the path. It is lined with webbed, blooded spikes and runic symbols. Carved faces leer out from thick grainy buttresses. The Warlocks do not need any technological means for detecting the presence of life on their world. The door will open with a shriek as ancient ropes and pulleys force it to rise. An intolerable stench leaks out from the darkness beyond. It is beyond this door that the Warlocks of Demigest reside in their citadel, waiting in a vast, dark throne room for those of their doomed guests whom they choose not to hunt in the mountains and plains outside.

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: The Warlocks of Demigest

TECHNOLOGY LEVEL: 6

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THE DOGORLD (*Mad Dogs and Englishmen*)

The Dogworld isn't really called "Dogworld" any more than the Earth is called "Humanworld". In fact, its residents would find the term insulting. But it has no other name, and so the Dogworld is how it's generally referred to. Unsurprising considering that the dominant lifeform is a species of sentient canines that look like nothing more than poodles, apart from their remarkably human hands, their habit of walking on their hind legs and their fashion for dying their fur in bright colours.

On late 20th-Century Earth, humans are aware of the Dogworld and its denizens only as the fictional creations of fantasy author Reginald Tyler in his hugely popular bestseller, *The True History of Planets*, published by his wife after Tyler's death in the early '70s. According to Tyler's book, the poodles have established a very luxurious world ruled by a corrupt monarchy. The story tells of their various skirmishes and of how one of them manages to depose the Empress and set himself up on the throne. What is less well known is that this is all true, if a little embellished by Tyler's florid prose. It seems that somebody has somehow nobbled Reginald Tyler to write the true history of the Dogworld, a history which has been banned by the current Emperor who was behind the revolution that deposed the Empress sixty years ago.

The Dogworld is very similar to mid-20th-Century Earth, apart from the colours. It has gorgeous candied lipstick skies and rocks and crags of asparagus green. And, of course, apart from the fact that the place is populated and run completely by poodles. There is one human inhabitant: Reginald Tyler himself, rescued by a poodle and spirited away through a rent in the air to the Dogworld on the day of his apparent death in Bournemouth and is now very elderly indeed. On the Dogworld, Tyler is a celebrity, an oddity who continues to attract a lot of attention.

The poodles' technology is not quite up to interplanetary travel, but they have managed to get the dogstation, a large and ungainly space station, into orbit with a secret mission of monitoring the TV and radio broadcasts from Earth. Their weapons include stubby little phaser pistols and they've developed a means of creating dimensional portals through time and space.

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

The nobbling of Reginald Tyler is all part of a plan to start a counter-revolution on the Dogworld and oust the Emperor. Princess Margaret, the daughter of the deposed Empress, still lives but as a prisoner. She enjoys a high level of popularity among the poodles, making the Emperor reluctant to make a martyr of her. In addition, the Empress's handmaiden, Martha, managed to escape to Earth where she has become long-term companion to superstar songstress Brenda Soobie (see A28; actually the third incarnation of that most

remarkable of time travellers, Ms Iris Wildthyme, see A58).

Martha has manipulated Brenda by facilitating her friendship with Noël Coward (see A74). Brenda gifted Noël with a pair of pinking shears capable of cutting tears in the Very Fabric of Time and Space, and he has used them to nip back and forth through time. It is he who has changed history by getting Reginald Tyler to write about the Dogworld rather than his original version of *The True History of Planets*, which involved elves and trolls and all sorts of other unsavoury characters running around on quests.

Once the poodles see the film adaptation of Reginald Tyler's novel, picked up by the secret monitoring of the dogstation, Princess Margaret knows they will rise up and overthrow the Emperor, allowing her to take the throne. Unfortunately, Margaret is at least as sadistic and power-mad as the Emperor!

POODLE RACE PACKAGE

Cost: 3 points

Attributes: Awareness +1 (+1)

Traits: Alien (+2), Alien Appearance (-2), Keen Senses (Minor: Smell) (+1), Natural Weapons (Minor: Jaws – Strength +2 damage) (+1)

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Poodles

TECHNOLOGY LEVEL: 5

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DOMAIN LONDON *(Legacy of the Daleks)*

When the Dalek occupation of Earth was finally defeated in 2164 (see *The Dalek Invasion of Earth*), the human race had to pick itself up and carry on. The problem was that the Daleks and their plagues and slavery had killed about nine-tenths of the Earth's population and had destroyed most of the industrial infrastructure. It became government policy that everybody should marry young and raise large families, to get the population back up as soon as possible. But that will take time, and in the early years, rebuilding wasn't a practical possibility. As a result, there were a lot of compromises. Of course, the colony worlds offered help. But an arrogant insistence on self-reliance meant that the Earth refused.

In what had been Great Britain, there had been an attempt to form a one-country government, but it didn't last very long. Instead, the whole place fragmented. By 2199, it is now split into Domains. Initially, there were around a hundred Domains. But over the past twenty-five years, most have consolidated into the ten surviving ones, including Domains London, Haldoran, Canterbury, Edmonds, Salisbury and Devon. Each is ruled by a Lord and his knights, and governed along feudal lines.

The situation is now getting rather critical. The Domains that are left are all rather large, and the only way for them to grow is by absorbing a neighbour. Lord London and Lord Haldoran are the most powerful and are bitter rivals. They are both ambitious men with designs to take control of the country. Lord London has been building up his forces, and his knights patrol the border between the two domains.

London has traditionally always been a centre for political power in Britain, and the other Lords are looking to it for leadership. Domain London has managed to get a nuclear power station back on line. With all the rebuilding, people are starting to call it New London to show how improved it is.

Much of the rebuilding has concentrated on the City of Westminster. Many of the old buildings have been lost forever, but there are a few historical treasures left. Big Ben had made it, and the Houses of Parliament are being restored. Westminster Abbey remains, but St Paul's is gone. The South Bank has been regenerated. There is little need for large concert halls or theatres these days.

The countryside beyond the city has dangers all of its own. Lions and other exotic animals that had escaped from the zoos and wildlife parks roam free. But more dangerous still are the Slythers (see *The First Doctor Sourcebook*) that remained at liberty after the Daleks were destroyed. There are also an awful lot of Dalek sites that were left behind. Some are booby-trapped; others are simply dangerous because of their nature. In the immediate aftermath of the invasion, the government of the day had ordered that all Dalek artefacts were to be off-

limits to everyone. Dalek sites were sealed and the Peace Officers were formed. They have unlimited powers to go where they wish, even across the Domains, and their job is to make certain that nobody interferes with any of the sites, to prevent people from being harmed by them. The Doctor's granddaughter Susan (see *Volume 2*) was a Peace Officer for many years.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Daleks prepared for the possibility that they would be defeated. They built hidden factories scattered across the world. Information was placed in Dalek data banks that they were research facilities, and that a powerful weapon was being tested there. So, when humans uncovered this information from Dalek systems, they would come looking for a factory and be forced to introduce power into its systems to gain access. Once a facility has power, frozen Dalek embryos will be revived and new Daleks will be created. A signal will be transmitted to the other factories, preparing them for reawakening. All they would need would be power input, and that could be transferred using the broadcast power from the revived facility.

The information about a secret weapon is in fact true. The Daleks had created a matter transmuter capable of transforming any material into any other material. Once a Dalek factory has been reactivated and new Daleks have been manufactured, they can use the transmuter to target human centres of population. All carbon atoms within the target areas will be transformed into uranium. All life within it will be exterminated, and that which remains will be killed by the radiation. Only the Daleks will survive!

MATTER TRANSMUTER [Special Gadget]

Traits: Area Effect (Major x4), Convert

Cost: 10 points

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THE DOMINION *(Dominion)*

They have feathery, pale yellow hair, below which peer perfectly round blue eyes. T'hiili clothe themselves in intricate leafy garments and rope-like leggings, and the overall impression is of a frog crossed with a fairy-tale pixie.

Perhaps the most remarkable thing about the T'hiili is their salivary glands, which can be extruded from the mouth as a slender white tube with a flower-like opening at the end. The glands can be adapted for many purposes, producing enzymes which the T'hiili can alter according to the desired function. Glues to fasten or solvents to unfasten, for example; acids to dissolve the T'hiili's food; or a substance that provides telepathic abilities ("mindspeak") to those who drink it.

There are many universes existing outside our own. Some, like E-Space, are broadly similar to ours; while others, such as the Dominion, are far different. The Dominion is a pocket universe which appears to be entirely located within an extensive underground system of rocky caves and tunnels.

Gravity within the Dominion is very low compared to Earth's, but the atmosphere is breathable. The larger caverns are lit by what can only be described as "sea-skies". While on the rocky "floor" of a cavern, the sea-sky swirls above like a glowing vat of treacle, often miles across. The floor gradually slopes up in all directions and it is perfectly possible to walk up what at first appear to be the gradually rising walls, now becoming the floor, with multi-coloured sand and stones held in place by the strange surface-tension gravity that pervades the Dominion. Eventually, the shore of the sea-sky can be reached, becoming less the sky and more a swirling sea of pink or blue. The sea-skies are not actually liquid, but some other form of matter. It is possible to plunge a hand in without harm or indeed any sensation whatsoever.

Overhead, the former cavern floor will have become a roof hundreds of feet high, with valleys of black and blue rock fusing in a disturbingly organic-looking web. Stalactites, stalagmites and weird twisted spurs of rock make for a bizarre landscape, and tunnels and passageways lead off in all directions and at all angles.

There is organic life within this alien environment. The dominant sentient race is the T'hiili, and it is they who have named this place the Dominion. The T'hiili are slender humanoids with pale green skin, thin stick-like limbs and webbed feet. Their heads are elongated, with small red mouths from which flick black tongues.

The T'hiili are, on the whole, a simple, superstitious race and thinkers are rare among them. Most believe, for example, that the Dominion is the calcified body of the first T'hiili Queen, and that the sea-skies are composed of the spirits of dead T'hiili. Like hive insects on Earth, the T'hiili have a single Queen, while the rest are divided between the standard T'hiili, who carry out the work (including fertilising the Queen's eggs), and a warrior caste called the T'vorha. The T'vorha look similar to the T'hiili, but are sturdier and can fly on pale wings. They carry stubby, harpoon-like weapons.

Although not a technological people, the T'hiili are adept at growing dirigibles to travel around the Dominion, fashioning a seed's genetic code to enable it to grow into a comfortable vehicle steered by manipulating a cauliflower-like organ within the cabin. Due to the low gravity here, much less propulsion is needed, with inflatable sacs controlling altitude and velocity controlled by pores on the dirigible's skin inhaling and exhaling air.

The Dominion also contains many non-sentient species, including some dangerous predators. Among them are the Bane, mindless things that exist merely to feed. Bane are about the size of a large dog, with thick-muscled legs ending in black claws. Their bodies are taut and powerful, greenish flesh bursting with cactus-like spines. Their heads are vaguely reptilian, but are round, almost spherical, tapering to a circular maw lined with sharp white teeth, around which are nine spider-like eyes.

Another dangerous creature is the Ruin, the greatest enemy of the T'hiili. They are like giant spiders with orange, hourglass-

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shaped bodies, having both tentacles and six razor-edged legs. The Ruin lay their eggs within the living bodies of the T'hiili, the young hatching out to feed on their host.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Dominion is dying. A field of blackness has appeared within the labyrinth of tunnels and has been growing and spreading like a cancer. It is like a void, and anything that has gone into it has not come back out. The Blight has consumed the T'hiili Queen, dooming her people to extinction unless any of her surviving eggs can be fertilised to produce a new Queen. But even then, the spread of the Blight will consume everything within the Dominion unless it can be stopped.

Another phenomenon has recently appeared in the Dominion, a gigantic, swirling whirlpool, golden and white. This is the Zeta Node of a Telecongruency Warp Generator built by Professor Jennifer Nagle (see A76) of C19 in Sweden in 1999. The Node is a portal into a wormhole linking the Dominion to Sweden, and several creatures from the Dominion have already strayed through. But the Node does not offer an escape route for the T'hiili, as the higher gravity causes the internal organs of anything from the Dominion to fail shortly after their arrival on Earth.

It might initially be thought that the Telecongruency Warp Generator is also the cause of the Blight. The truth is that the Blight is the very edge of the Dominion's pocket universe, or rather a process of energy conversion which is gradually destroying it. Our universe has only survived its entropic heat-death by drawing energy from other universes through Charged Vacuum Emboitments (see *Logopolis*). The Dominion is one-such universe, and its destruction is inevitable and unstoppable, as it is being consumed to save ours.

BANE

Attributes: Strength 3, Coordination 3, Awareness 3

Skills: Athletics 3, Fighting 3, Survival 4

Traits: Natural Weapon (Minor: Teeth & Claws – Strength +2 damage), Size – Tiny (Minor), Tough, Weakness (Major: as the T'hiili)

RUIN

Attributes: Strength 2, Coordination 4, Awareness 3

Skills: Athletics 4, Fighting 3, Survival 4

Traits: Additional Limbs x2 (legs and tentacles), Natural Weapon (Minor: Razor-Legs – Strength +2 damage), Size – Tiny (Minor), Special – Egg Infection (a Ruin can use a successful attack to lay eggs in its prey; these will hatch out in 1D6 days, killing their host), Tough, Weakness (Major: as the T'hiili)

T'HIILI

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

SKILLS

Athletics 3, Fighting 1, Survival 4

TRAITS

Alien

Alien Appearance

Special – Enzyme Production: A T'hiili can use its salivary glands to produce enzymes capable of a wide variety of effects; by doing so, a T'hiili can replicate the effect of many Alien or Gadget Traits (at GM's discretion) at the cost of Story Points equivalent to purchasing the Trait

Weakness (Major) – In Earth-like gravity, the T'hiili must make a Difficulty 12 Strength + Strength roll every 10 minutes or take 2(1/2/3) damage

The T'hiili Queen additionally has Slow (Major: Immobile) and Size – Huge (Major).

TECH LEVEL: 1

STORY POINTS: 1-3

T'VORHA

A T'vorha's stats are the same as for a T'hiili with the following adjustments:

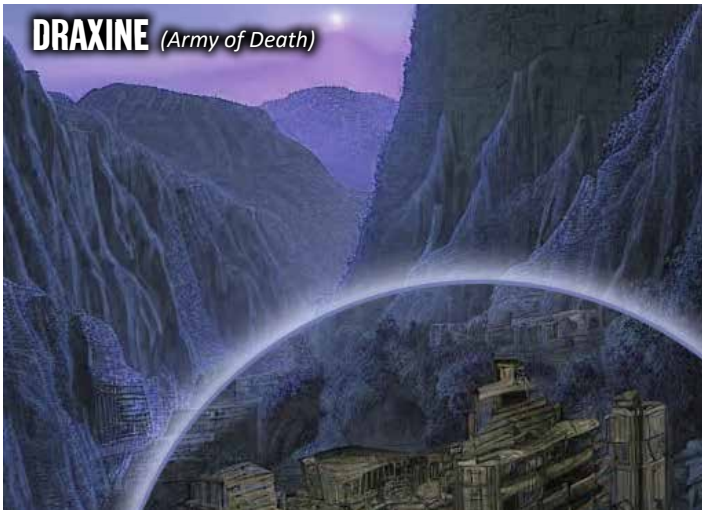
Attributes: Increase Strength to 3

Skills: Increase Fighting to 3 and add Marksman 3

Traits: Add Flight and Tough

Equipment: Harpoon-gun – 5(2/5/7) damage

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**DRAXINE** (*Army of Death*)

The planet Draxine was settled by colonists from Earth, and for several generations it earned a reputation as a peaceful and happy world. A quirk of the distance from its sun means that Draxine is in perpetual twilight, making for a beautiful if rather eerie effect, depending on your point of view.

The most serene country on Draxine is the continent of Zelonia, where weapons weren't needed for centuries. Zelonia's two principal cities are Stronghaven and Garrak. Stronghaven is enclosed within a protective glass dome and is positioned at the base of an expanse of high cliffs. Hover-cars are the main means of transport in this futuristic metropolis. Everyone on the planet is recorded in a central register, Stronghaven by means of DNA profiling, Garrak by implanted identi-chips. As its name suggests, Stronghaven is a place of stability, tranquillity and safety. Garrak, on the other hand, is described by the Doctor as a flashy affair, "all fountains and tiffany glass".

Or at least, it was until the tenth generation of colonists. Tensions between Stronghaven and Garrak rose following rumours that President Harmon of Garrak was an insane fanatic and head of a death cult, determined to take his people to "the grand utopia". The rumours were borne out when Garrak and everyone in it were destroyed by a bomb that detonated the city's main reactor core. Its population of thousands died instantly and Garrak was reduced to a radioactive ruin.

President Karnex of Stronghaven declared Garrak to be a no-go zone, as anyone entering the city would be guaranteed a slow, painful death by radiation poisoning. He also made any citizens of Garrak who had been in Stronghaven at the time of the explosion persona non grata in case they spread Harmon's insanity. They were expelled and any who remained faced imprisonment as insurgents.

Mere days after the destruction of Garrak, Karnex was assassinated by one of the very insurgents he had sought to imprison, and he has been succeeded by his vice-president, Vallan. Vallan has continued with Karnex's policies to protect his city, and Stronghaven remains in a state of emergency. But unknown to anyone else, Vallan is being visited by a phantom figure claiming to be President Harmon, which is coercing him to

weaken Stronghaven's defences. Apart from his human security forces, Vallan has a small team of prototype Hover-Sentries, flying robots armed with machine-gun lasers and capable of capturing opponents in metal mesh nets.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Garrak was not destroyed by Harmon, but by President Karnex, who had created the rumours of Harmon's fanaticism in order to have a handy scapegoat. Karnex is obsessed with dreams of immortality, and his scientists discovered a way for him to clone his mind into a cloud of psychic isotopes capable of controlling others through their bone marrow.

Having done this, Karnex controlled the real bomber who destroyed Garrak, though the city's reactor core was not detonated. The belief that Garrak is highly radioactive is a ruse to keep people away and the blast's survivors (including a horrendously injured President Harmon) undiscovered in the ruins. Karnex also controlled the assassin who killed his physical body. He is now preparing to use his new powers to reanimate the thousands of skeletons of Garrak's dead, the bomb that killed them having contained the isotope particles that allow him to control them remotely.

Karnex will have his skeleton army march on Stronghaven, where they will gather and assemble themselves into one gigantic form. Karnex's cloned mind will possess this monstrous body and he will become the Bone Lord (see V11), declaring himself the new god of Draxine!

HOVER-SENTRY

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 1, Resolve 4, Strength 5

Skills: Marksman 3, Technology 2

Traits: Alien Senses (IR Vision), Armour (5 points), By the Book, Entrap (Major), Flight (Minor), Impaired Senses (Minor: Only sees in IR), Natural Weapon (Major: Machine-Gun Laser – 7(3/7/10 damage), Networked (Major), Robot

Tech Level: 6

Story Points: 1

PLANETARY DATA

SIZE: Small

GRAVITY: Earth Standard

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 6

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DREAMSTONE MOON (*Dreamstone Moon*)

Until the discovery of dreamstones (see *G9*) in the 23rd Century, the moon of Mu Camelopides VI was known only as Mu Camelopides VI-One. But once the properties of its dreamstones were understood, it became known as the Dreamstone Moon.

From space, the Dreamstone Moon is tiny. Just a jagged lump of rock bubbled with craters that seem too large for it. The base of the Dreamstone Moon Mining Company that owns much of it is a ring of domes and radar towers, looking more like a small, temporary encampment. Inside though, it's huge. The landing bay alone is the size of a small town. Each dome is enormous, and there are around a dozen of them. Unsurprisingly, the Moon's gravity is very low, around only ten per cent of Earth's. Trying to run or even walk in such a low gravity is tricky, and most people find it easier to hop. The atmosphere is thin and decidedly not conducive to human life, so the base's domes are accessed by airlock, and spacesuits need to be worn when venturing outside.

DMMC have extraction sites covering half the Moon's plains, each of them covered in heaps of rubble. The Mining Company also rents out part of its territory to wildcatters, who work their own dreamstone digs and pay DMMC fifty percent of what they get. Whereas the Company's spoil heaps are large, neat cones, the wildcatters' are smaller scatterings of loose rock.

There is also a protestors' camp constructed from part of an old orbital station. It's a torus, a half-doughnut with its ends covered in scalloped metal sheeting. There are a few small windows and a pie dish-shaped antenna pointing towards the stars. Protesters from dozens of races are here to try to stop the mining and the destruction of the Moon.

Despite the Moon's size, there is a complete ecosystem here, and the mining is bringing it to the brink of collapse. Native lifeforms include the Exanaxi (see *X9*), a species of bizarre, treelike crystalline creatures, full of tall spikes. They extract air from the rock, exhaling it out once a day in a cloud of dust. Exanaxi glitter when they're about to breathe or if they're fighting off predators like zaxix or Higg's cortenenda. More dangerous to humans though are the Ixcallex (see *X9*), which resemble huge millipedes or caterpillars with a series of connected segments, each having its own set of legs. Ixcallex generate peroxide propellants within their tail sections, which they can ignite to fire themselves at a target. They often explode when they're killed.

As the mining has progressed, moonquakes are being experienced more and more frequently, transforming the plains and low hills into sharp, fractured jumbles of gigantic boulders. There is also

a phenomenon called outgassing, in which stores of gas held beneath the surface are suddenly released in jets, sending rubble flying up into the air.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dreamstone Moon is alive, and the dreamstones being excavated from it are parts of its brain. It is a "child" of the planet it orbits, Mu Camelopides VI, which can spontaneously eject new "children" from itself, forming new dreamstone moons. Although the Mining Company surveyed Mu Camelopides VI, they were unable to find any dreamstones on it.

The Moon is sentient but not intelligent, and it is terrified of what is happening to it. It might seem as if this is the reason that many of the dreams the dreamstones are generating in their users are nightmares. But this is not quite correct. The mind of the Moon has instead been influenced by the mind of Anton, a professional dreamer whose livelihood has been ruined by the discovery of dreamstones. Anton's mind has become linked to that of the Moon since he experimented with one of the stones, and his anger has resulted in the nightmares. In return, the Moon has also been controlling Anton, getting him to kill. It can also generate psychic illusions. But as it is unintelligent, it cannot communicate its distress in any meaningful way.

The Mining Company is aware that the Moon is alive, but they have kept this information to itself to preserve its profits. It has the backing of the military to enforce its position.

DREAMSTONE MOON

Attributes: Awareness 3, Coordination N/A, Ingenuity 1, Presence 5, Resolve 4, Strength N/A

Skills: Convince 4 (only for the purposes of using its Traits)

Traits: Hypnosis (Major), Immunity (as a moon, it is immune to anything short of weapons of mass destruction), Networked (Major: the dreamstones and their users), Psychic, Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook*), Size – Colossal

Tech Level: N/A

Story Points: 4

PLANETARY DATA

SIZE: Tiny

GRAVITY: Low Gravity (10% Earth normal)

LAND MASS: The Rock

ATMOSPHERE: Thin Non-Standard Toxic

CLIMATE: Cold

SATELLITES: 0

SENTIENT SPECIES: Miners and protesters of various races

TECHNOLOGY LEVEL: 6

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The frontier world of Drebnar was ideal for colonisation, a rare find in its part of the galaxy. It is a planet with substantial areas of fertile land, no intelligent lifeforms and stable tectonics. At the time that the Doctor and his companions visited it, Drebnar has a population of only about five million, and it has become the breadbasket for an array of nearby planets. There are two thousand four hundred and seventeen known species on the planet, but only twenty-six percent of the surface has as yet been surveyed. Very few of the animals have been identified as potentially dangerous to the colonists. Examples include the leppos, cat-sized quadrupeds similar to Earth rabbits, and a species of large-headed fish that live in an icy mountain lake. The fish increase the flow of blood to their heads to melt the surface ice above them and catch the leppos as they fall through.

Frontier Worlds came to Drebnar fifty years ago. It's a corporation founded by Temm Sempiter and Klenton Dewfurth, a pair of student contemporaries. Dewfurth became head of the genetics team based in a research centre up in the mountain that overlooks the urban sprawl of the main city like an Austrian Schloss and is reached by a three-stage cable car system. Most of the mountain is barricaded with forbidding wire and "KEEP OUT" signs, and patrolled by Frontier Worlds guards. Apart from Sempiter and Dewfurth, there are only a couple of major investors in Frontier Worlds, the rest being numerous small shareholders.

Until recently, Frontier Worlds had a monopoly on Drebnar. They produced new strains of wheat that grow faster and more efficiently, and supply seventy percent of the region's food. But their major competitors, Reddenblak, have now set up shop on Drebnar, and Frontier Worlds need to work twice as hard to stay ahead.

Outside the city, the open countryside consists of dark, wide fields of neatly ordered crops, and beyond those, the wild, original, as-yet-uncleared jungle that characterises this part of Drebnar. Although altitude gives the mountain heights an Alpine climate, the temperature at the city level is almost tropical. The local weather is controlled by a facility at the top of the mountain, with a huge weather-control balloon floating above it. It helps ensure the perfect conditions for the wheat fields.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The big project that Frontier Worlds has been keeping under wraps for the last five years is codenamed "Darkling". It's a fundamental

DNA-level construction kit which will be used to genetically modify the crops. Frontier Worlds have also experimented on some of the indigenous wildlife. But the big secret is that they are using genetic material harvested from a Raab (see V117) which landed on Drebnar fifty years ago, and which has recently been joined by a second specimen.

Raab are a species of alien plants that drift through space for hundreds of years before falling onto asteroids or small moons, where they release billions of seedlings that consume everything else. The handful of seedlings that survive shoot off into space to repeat the process. But they rarely if ever land on a planet the size of Drebnar, as the seedlings can't escape the higher gravity. It is only because of Tuckson-Jacker interference emitted by the weather platform that the Raab were drawn here.

Frontier Worlds have been fertilising wheat with a mulch made from the Raab and have been splicing Raab DNA into sample wildlife with remarkable results. The lifecycles of the recipient plants and animals have been accelerated, allowing for more frequent crops of "Darkling wheat". The senior execs of Frontier Worlds have also had Raab DNA spliced into themselves for improved longevity, which has resulted in them gaining a form of regenerative ability. Klenton Dewfurth for example is over a hundred years old but looks half that age.

However, the benefits of the Raab material are starting to show some unfortunate side-effects. The fish used in the early experiments have mutated over several generations, and their reproductive cycle has been increasing exponentially. By the time it was realised what was happening, it was too late for Dewfurth and the others. They had already undergone the gene splicing treatment. Their regenerative cycles have been speeding up and are accompanied by mental degradation. It is different in each person, depending on their existing personality traits, and increases with each cycle. So for example, forgetfulness becomes memory loss, pessimism becomes suicidal depression, and a lack of empathy becomes psychotic behaviour.

With Raab genetic material making its way into the Darkling wheat, the Drebnarians and the populations of the planets they supply are at risk of mutation and will ultimately become Raab themselves unless Frontier Worlds are not stopped.

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 2

SENTIENT SPECIES: Drebnarians

TECHNOLOGY LEVEL: 6

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DUST *(Interference)*

Nobody remembers whether Dust was the planet's original name, or whether it was just a nickname that stuck. Somewhere in the universe, there's probably a file that will tell you exactly when Dust was discovered, by whom, and exactly why the Earth Empire chose to settle it. But people on Dust have less interest in history than the rest of the universe. Here, history has been dragged down into the dust like all the people and the towns that just about survive on it.

Dust is out in what's called the Dead Frontier, where all the leftovers of the Empire have been left to rot. Humans had come all this way to the edge of the galaxy before realising that they no longer had any reason to go anywhere.

Most of Dust is desert. But not a desert of rolling dunes and brightly coloured lizards, or hills and curves and contours in the sand. There are whole valleys of cacti that breathe poison out into the boiling air, but nothing moves in the wastes apart from the insects and carrion birds. Because the deserts are made of dust, not sand. The kind of dust that blows into every crack in every building, and bites into the skins of the locals, and strips the paint from the walls of the towns.

There are plenty of towns for the dust to feed on. Once, hundreds of years earlier, in the third millennium when the Earth Empire was at its peak, there had been cities. But since then, the desert had simply breathed the buildings back in. The descendants of the people who were left behind pick what they can out of the ground, mining it for nails and knives, drawing out their lives in a world where there is nothing better to do and no future to plan for. Like an Old West town which has no prospect of seeing the railroad arrive.

The towns that have survived don't talk to each other much, which is why the first thing any new town does is build a wall around itself, making sure there's only one way in and one way out. The townspeople surround themselves with the weapons

they've managed to save: pitchforks, pickaxes and shovels in the main, but guns when they can find enough metal for bullets and summon up the will to fire up the forges.

Nothing ever leaves Dust because nothing ever has the strength. Besides, nobody has anywhere else to go. Nobody has any reason for doing anything, except eat and scratch and pick the lice out of their hair. Every day on Dust is much like any other. Zombie families sitting on their porches and spitting into the dust.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Remote (see V119) arrived on Dust in the 38th Century, pulled down into the desert like everything else on the planet. They built a settlement around the remains of their ship and named it Anathema (see L5) in honour of their great city that was lost to history eighteen hundred years earlier. Technically, the Remote aren't supposed to have a designated leader, but this group's transmissions have become so corrupted over the years that they're starting to revert to what they call "basic hierarchical neural programming". To all intents and purposes, the oldest of the Remote now makes the decisions.

It was actually the arrival of I.M. Foreman's (see A55) traveling show on Dust that lured the Remote here, the show's materialisation having left a dent in spacetime. Now the Remote are here, they've been moving in on the other towns, taking them over or wiping them out. The presence of I.M. Foreman, a Gallifreyan if not a Time Lord, has excited their interest. In turn, news of this has reached the Remote's creators, Faction Paradox (see V50), and they are sending one of the six surviving Faction warships to become directly involved in whatever is going to happen on Dust.

When events play themselves out, Dust is going to be transformed, as I.M. Foreman's final incarnation, the enigmatic and monstrous Number Thirteen, becomes one with the planet and everything on it. It uses the genetic material and information it has stored over thirteen lifetimes to create a lush paradise out of the desert. All the new life here will be part of a gestalt, bonded with Number Thirteen. Faction Paradox and the Remote will be destroyed, and the humans, the only lifeforms not to be part of the gestalt, will spread out from the walled towns to live in family groups all across the planet. Dust will become Foreman's World.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth-like

CLIMATE: Hot

SATELLITES: 0

SENTIENT SPECIES: Humans, the Remote

TECHNOLOGY LEVEL: 4 (humans), 6 (the Remote)

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EARTH, EUROZONE ERA *(Trading Futures)*

During the first half of the 21st Century, there are many changes to the political and national divisions that govern the Earth. Perhaps the largest is the creation of the Eurozone. The EZ is a single nation state formed by members of the former European Union, plus the United Kingdom.

Under the Act of Federation, the instruments of government of the former nations merged with each other to form the Eurozone Council. However, Britain still likes to maintain a little independent capability, so not quite everything British got put into the mix. Plus ça change! So Britain still has its own President Minister, the British military works at arm's length to its EZ counterparts, and the deputy head of the EZ Security Service is Jonah Cosgrove (see V77) who has been part of British intelligence since before the Moon landings, and whose real job is to fight for King and country.

The Eurozone Secret Service (ESS) has its headquarters in Brussels. Beneath it is a secure underground bunker which houses the most powerful computer in the world: ULTRA. However, the most important computer in the world is probably IFEC, the International Financial Exchange Computer. One protocol, one system that controls every single electronic financial transaction everywhere in the world. Well, everywhere that counts.

Tensions between the EZ and the US have heightened sharply recently, largely due to a power vacuum in North Africa after the collapse of a couple of the old regimes. Both the EZ and the US want to fill that vacuum and have been taking up positions with

"peace-keeping" forces. There is the distinct possibility of a fourth world war in the near future (World War Three having already taken place by the time of the EZ).

Within the EZ, vitamin pills have been banned, but ecstasy and marijuana are legal. Cigarettes have been replaced with nicopills that contain nicotine oil. They get rid of the craving instantly but don't provide any of the satisfaction a smoker gets from a cigarette, and they're themselves addictive. The children of the current generation wear lapel badges saying "Rebel: Conform". They've realised that the best way to get under their parents' skins is to pass exams, become teetotal and settle down in a steady job. Their parents don't understand it, so it really worries them.

Elsewhere in the world, the President of the United States is Felix Mather, a former NASA astronaut who met the Doctor back in 1989, and the Pentagon has been replaced by the Octagon. There has been a war in Mexico, and Chechnya has been obliterated by Russian nuclear bombs. Most wars are now fought by machines called Teletroops, which are remote-controlled by gamer geeks from a very safe distance. Teletroops are the product of RealWar, a Russian corporation that's happy

to sell them to anyone who wants them. Class 3 Teletroops are around eight feet tall with long arms and short legs. They look more like gorillas than humans, but they're cheap and completely expendable. Their controllers prefer to have them fight humans than other machines, and market forces allow them to pay for the privilege of doing so.

The Eurozone is one of several regional zones which appear during this period, later being divided into the European Zone and the Central European Zone. These zones end up falling under the auspices of the World Zone Authority (see *The Enemy of the World*), created by the World Zones Accord in 2038 and becoming the first true Earth government.

REALWAR TELETROOP CLASS 3

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

Skills: Athletics 2, Fighting 4, Marksman 4, Technology 1, Transport 2

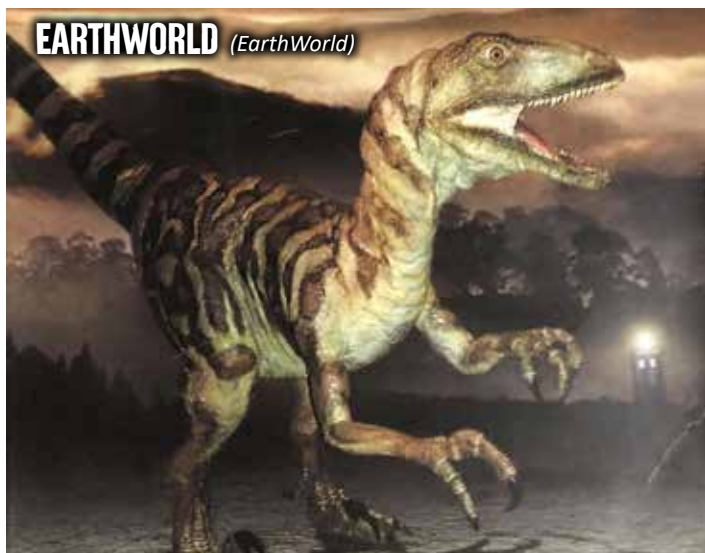
Traits: Alien Senses (Night-vision), Armour (8 points), By the Program, Robot

Equipment: Assault Rifle – 7(3/7/10) damage

Tech Level: 5

Story Points: 1-2

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In the distant future, Earth is once again the shining jewel at the centre of a vast empire. In fact, Earth, its people, history and culture are seen as superior to those of its colony worlds. The inhabitants of planets hundreds of thousands of light years away and many generations removed from the original settlers consider themselves to be second-class citizens in comparison to Earthlings. Most of them will never get the chance to see Earth first-hand. Which is where the EarthWorld theme parks come in.

The property of the Earth Heritage corporation, there are thousands of EarthWorlds all across the galaxy, where people can dress up in costume and see how their ancestors used to live. Each EarthWorld is divided into numerous zones, each of which contains interactive environments populated by androids so realistic that they appear to be alive. Well, realistic if you allow for the "painstaking research" to be largely the result of viewing those filmed records which have survived the thousands of years up to this point.

The Prehistoric Zone, for example, depicts "Cavemen" living side by side with dinosaurs, and the appearance of the dinosaurs

have more to do with animation than prehistoric reality. In the Twentieth-Century London Zone, all of the 20th Century seems to be happening together, with flapper girls and villainous types with twirly moustaches rubbing shoulders with James Bond and upright tanks called War Machines, which used to deliver letters for the General Post Office (according to the information provided by EarthWorld). Meanwhile, the Egypt Zone (apparently pronounced "Eggy-put") offers visitors the chance to evade living Mummies and guardian Sphinxes. Anji Kapoor (see A1) was disappointed to see that EarthWorld offers experiences based largely on white, western civilisations. The nearest thing to Asian culture she could find was the Japanese Zone, which is all kimonos and raw fish.

The Zones are separated by a series of invisible energy barriers (a Major Forcefield) to prevent the android exhibits from wandering into the wrong areas. There's a similar energy barrier surrounding EarthWorld to stop them escaping. The androids are so sophisticated that it's almost impossible to tell one from a living person, and they're programmed to behave like the real thing (within the limitations of EarthWorld's understanding of the various historical periods and geographical settings).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The androids are supposed to be programmed not to harm humans. But on New Jupiter (see L74), home of the latest EarthWorld, a number of special pre-opening day visitors have been found dead. These incidents are being covered up by President Hoover, who is relying on the theme park to boost New Jupiter's recession-hit economy.

ROBOT PTERODACTYL

Attributes: Strength 8, Coordination 2, Awareness 3

Skills: Athletics 4, Fighting 2

Traits: Fear Factor 1, Flight (Major), Machine, Natural Weapons (Minor: Jaws – Strength +2 damage), Robot, Size – Huge (Minor), Tough

ROBOT ALLOSAURUS

Attributes: Strength 12, Coordination 3, Awareness 3

Skills: Athletics 3, Fighting 3

Traits: Fear Factor 1, Machine, Natural Weapons (Minor: Bite – Strength +2 damage), Robot, Size – Huge (Major), Tough

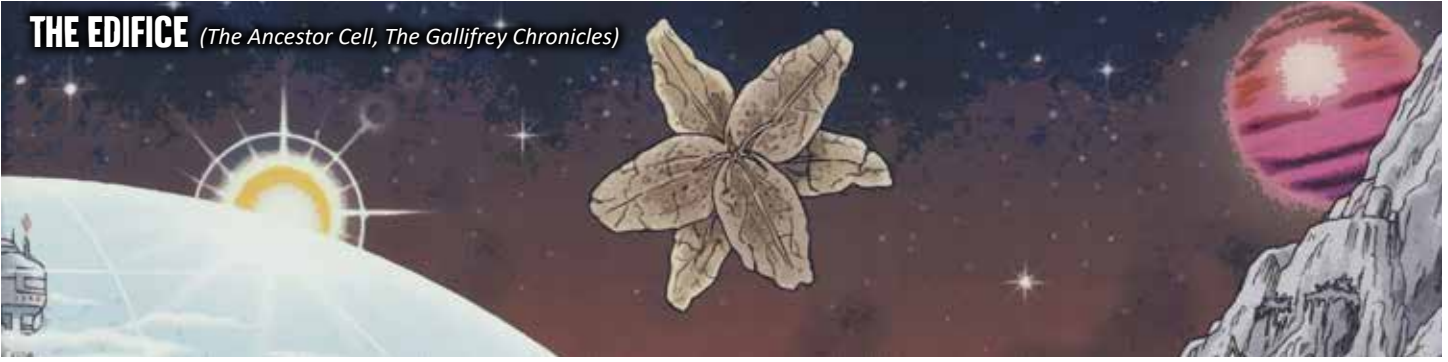
ROBOT BRACHIOSAURUS

Attributes: Strength 16, Coordination 2, Awareness 3

Skills: Athletics 1, Fighting 1

Traits: Fear Factor 1, Machine, Robot, Size – Huge (Major), Tough, Trample

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE EDIFICE (*The Ancestor Cell, The Gallifrey Chronicles*)

In the days immediately preceding Faction Paradox's final assault on the Time Lords, a structure known only as the Edifice appeared in the skies over Gallifrey. It is large enough to threaten to eclipse the entire Capitol in permanent shadow, and scans have shown that it is made of solid bone. When the spatiotemporal cartographers map out its four-dimensional structure, they determine that the Edifice looks like a huge flower with six broad-splayed petals. More specifically, it resembles a Gallifreyan Flower of Remembrance, bright yellow flowers traditionally scattered in their thousands over funeral corteges as a memento mori. They are often considered a portent of doom.

The Edifice is more than a physical presence in the skies. It appears to be warping local space, bending gravity around it and spreading ripples into the local Vortex. It is causing massive anomalies in the timelines and terrible temporal pulses over Gallifrey and spreading outwards. It's as if causality cannot make up its mind what has and hasn't happened. As a result, civil disorder and superstition are rising in the Capitol. But President Romana (see A78) has decided that they cannot risk trying to destroy the Edifice in case it unleashes a white hole, a cataclysm foretold in *The Green Book of Gallifrey*, a record of the Old Times.

So far, no attempt has been made to penetrate the Edifice, as the Time Lords fear it may be a Faction Paradox (see V50) trap. They have discovered that a genetic imprimatur is needed to gain access, and the signature of this imprimatur is unmistakable: it is that of the Doctor. But at this stage of his life, the Doctor's biomass has been corrupted by Faction Paradox, so it's not even certain that he could access the Edifice.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As the Time Lords continue to probe the Edifice, they risk drawing its attention. It responds to any form of temporal scanning, expanding to reach down through the scanning displays with shards of bone which pluck its antagonists through their screens and into the Edifice itself.

Anyone brought aboard the Edifice will find themselves confined to a vaulted chamber, large and gloomy and carpeted with jagged debris. A set of heavy doors is impossible to open, except perhaps by the Doctor, or by extraordinary force or specialist equipment. Beyond are tunnels of bone stretching out and branching off to form a logarithmic spiral radiating from a centre, like a web. The

web analogy is reinforced by the appearance of gigantic bone spiders that scuttle through the tunnels, attacking intruders. A side effect of the profound dimensional stress that the Edifice is under means that intruders will find themselves followed by their own phased temporal images, though they might not at first realise what it is that is lurking in the shadows behind them.

Exploring the Edifice, larger open areas can be found. A desolate tract of wasteland under a bone grey sky. Hidden in this heath are odd items of abandoned furniture and household objects. Cupboards and cutlery, half sunk in the damp ground. Elsewhere, a collection of desiccated butterflies is pinned to rotting, wooden doors, their wings crumbling to dust at the slightest disturbance.

With more exploration, it becomes clear that the Edifice is the remains of the Doctor's TARDIS. The TARDIS was feared destroyed, torn apart by a temporal rift over Avalon. But somehow, she has survived in order to prevent an alternative past that Faction Paradox manufactured for the Doctor from establishing itself forever.

Help may be found in the TARDIS's former console room, now half buried in dust. The spirit of the Third Doctor, whose timeline is the one which has been altered by Faction Paradox, permeates the TARDIS. It is his will that is helping hold back the alternative history, and he can manifest in the console room as an image made of floating motes of dust. This temporal ghost can provide advice, but his mind has cracked under the strain and is no longer reliable.

As the Edifice, the TARDIS is trying to hold two realities in place simultaneously. It has grown to colossal size by mapping its external dimensions onto those of its interior. But the dimensional interfaces are fatigued and wearing thin. Unless the timeline can be resolved one way or the other, the build-up of temporal energy could wipe out half the galaxy.

BONE SPIDER

Attributes: Strength 6, Coordination 4, Awareness 3

Skills: Athletics 3, Fighting 3

Traits: Additional Limbs (legs x2), Armour (5 points), Fear Factor 2, Natural Weapon (Minor: Mandibles – Strength +2 damage), Size – Huge (Minor)

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THE ENCLAVE *(The Blue Angel)*

The Enclave is often described as a pocket galaxy connecting our universe to that of the Obverse (see L78). It's also often described as a hidden boil, an abscess, an oddity secreted on the unexplored, unseductive underbelly of the workaday universe. There are things in the Enclave that not even the Time Lords, with their constant observation of the cosmos, know anything about. Whispers of them might be heard on Hyspero (see L56), but that planet is so unreliable and unconventional that almost nobody gives them any heed.

The truth of the matter is that the Enclave could actually be very valuable for various reasons. Not only are there planets and peoples unknown to the universe at large. Not only does it provide a gateway into the Obverse, a universe separate from but somehow strangely related to our own. But the Enclave also obeys laws of physics totally at odds with the ones we know. Things can happen in the Enclave which would be considered impossible elsewhere, in part because of its proximity to the Obverse. If care is not taken when dealing with the Enclave, those different laws could bleed into our universe, causing untold damage.

Among these unique properties are the laws of corridor mechanics. Daedalus (see V30), self-appointed King of the Glass Men of Valcea, has mastered these. He has created a network of time corridors, warping and radiating out from the Glass City. These are what allows the Enclave to be the gateway that it is. They criss-cross the pocket galaxy and provide links to our universe and the Obverse, and to many more places besides. They are what Daedalus hopes will allow him to bring war to the whole multiverse, by connecting totally incompatible and belligerent races from different universes.

Until Daedalus came along, the various races native to the Enclave hardly bothered each other at all. True the Glass Men and the Ghillighast can't stand each other. True also that the Steigertrudes roam the Enclave burning up any works of art that they find. True

GHILLIGHAST

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

SKILLS

Athletics 3, Convince 1, Craft (Phthirapteromancy) 4, Fighting 2, Knowledge 3, Marksman 1, Subterfuge 3, Transport 1

TRAITS

Adversary (Minor) – The Glass Men of Valcea
 Alien
 Alien Appearance
 Alien Senses – Sonar
 Flight (Major)

TECH LEVEL: 7

STORY POINTS: 2-4

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also that the Sahmbekarts are a nasty bunch that will willingly take on all comers. But other than that, it's been a largely uneventful place. But now, Daedalus has started stirring things up, trying to draw the Ghillighast, the Steigertrudes, the Sahmbekarts and the giant owls of the Enclave into war with each other and eventually with our universe

Many tales are told about the Ghillighast. In the legends of most worlds they appear as mysterious, benevolent and almost godlike beings who have harnessed great powers. Elsewhere they are considered to be terrible meddlers, arch-interferers and general busybodies. Elsewhere again, they are known as a scourge on the Enclave, engendering war, pestilence and unpleasantness in all quarters they visit.

The Ghillighast live on a moon, which they once shared with the Glass Men before the Glass City lifted itself from the surface and relocated to a region of nebulous space. They are a bat-like people, around four feet tall and with voluptuously furred ears, jutting snouts and silken wings. The Ghillighast worship lice, in particular their insect-god Pesst, to whom they perform arcane rituals. They believe that the lice in their hides give them insight into the very workings of the Enclave and foreknowledge of what is to come. The Ghillighast are the mortal enemies of the Glass Men and stole Icarus (see A57), the son of King Daedalus, spiriting him off and abandoning him on Earth in 1999.

The Steigertrudes are large, belligerent creatures with grey-tufted heads, tusks and folds of leathery hide, and are reminiscent of warthogs. They are art criminals who have sworn to trawl the Enclave and burn up artworks of any kind. Civilised worlds wait in fear of the visitation of a Steigertrude fire engine to their galleries and libraries and installations. Steigertrudes may occasionally be found in our universe, particularly on the planet Hyspero.

But if the Steigertrudes are bad, the Sahmbekarts are the wickedest bastards the Enclave has to offer. They are lizard-like creatures with impressive tails, vast heads and massively disproportionate jaws that bristle with tiny, savage teeth. Their bodies are spindly and covered with battle armour. Sahmbekart war fleets range like shoals of piranhas in the bleak space of the Enclave, each fleet led by a command vessel, a salamandrine horror lit ghastly orange in honour of war. The Sahmbekarts have been aware of the worlds beyond the Enclave for years. They have monitored the radio transmissions from beyond their space and have become aware of what is out there. They plan to go there one day to plunder and ravage its worlds. Like the Steigertrudes, the occasional Sahmbekart can sometimes be encountered on Hyspero.

The giant owls of the Enclave are a sentient race from the small rocky world of Ichor. Their leader wears a cloak which sports the feathers of every species of bird in the Enclave, and which the leader believes enables him to speak in any language. Long, long ago, the story goes, the owls were visited by their god, a great white bird who started time. The god entrusted two large eggs to the owls. The eggs were not to be hatched; they were simply to be

watched until their time came. If they were hatched early, there would be calamity and the owls were to murder the offspring.

After untold centuries of watching over the eggs, Daedalus the King of the Glass Men, stole one of them. The other egg was hidden by the owls within a volcano and was saved from his attentions. Back in the Glass City, Icarus (see A57) was hatched from the stolen egg and was adopted as Daedalus's son. To taunt the owls, Daedalus sent them the shattered remnants of the shell, still wet with mucus.

The owls now hunt for Icarus in order to kill him, as ordered by their god, the great white bird. Of all the races of the Enclave, it is they who have become most proficient at navigating the time corridors. They seem to scent instinctively the way to go.

Of Daedalus, his son Icarus, and the Glass Men of Valcea, no more will be said here.

STEIGERTRUDE



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Code of Conduct (Major) – Destroy all art
Tough
Unattractive

TECH LEVEL: 7

STORY POINTS: 1-3

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SAHMBEHART



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (5 points)
Fear Factor 1
Natural Weapon (Minor) – Jaws: Strength +2 damage

TECH LEVEL: 7

STORY POINTS: 1-3

OWL



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Flight (Major)
Keen Senses (Minor) – Hearing
Natural Weapons (Minor) – Beak & Talons: Strength +2 damage
Sense of Direction

TECH LEVEL: 7

STORY POINTS: 2-5



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



Towards the end of time, there was a solar system with several inhabited worlds. Races from across the galaxy lived there, although as time went on those species intermingled and essentially became one diverse people. As resources became tighter; space stations were constructed in orbit around the various worlds, and one particular cold, watery rock, long named "A245" but generally referred to as "Endpoint" due to its reputation as the last place anyone would want to go, was designated as the place to offload all the waste of a highly populated system. Spent fuel rods, decommissioned military equipment, every possible kind of dangerous waste imaginable all ended up on the Endpoint, flooding the seas with poison and darkening the skies.

The fall of this system was due to it being stuck between two sides in one of the many wars that had raged since humanity's fall all those long, long millennia ago. Suffice to say a fleet of ships arrived in the system, knocking stations and moons out of orbit as these vast war-carriers sought shelter in their retreat from the enemy. By the time the war moved on, all the decent planets had gone, cracked open by weaponry the inhabitants couldn't even comprehend. The space between those planets was left a minefield, huge chunks of debris colliding and inter-colliding, a Newtonian system that made the whole area impossible for space travel.

On the planet Endpoint, the last world orbiting the system's sun, the survivors of the cataclysm gathered, fleeing to the only place left to go. Debris rained down on Endpoint, the remnants of the wrecked civilisations and fragments from the great fleet. And the people who had somehow survived the destruction of their homeworlds, who had survived the rigours of Endpoint's environments, began to use this wreckage to build. Over the centuries, something resembling civilisation re-emerged on the desolate surface of Endpoint. Communities thrived, people survived, tribes formed and alliances were made. While governments and townships rose and fell, life went on.

Millennia later, Endpoint is a frigid world of acid seas, half frozen and shrouded with toxic and corrosive fogs. Breathing the air without protection causes 1 point of damage per hour. The cities that remain are built on stilts, as there's no actual ground for them to rest on. Cities with optimistic names like Hope, Triumph and Survival, the last posturing of a doomed people against the slow decline of everything. They are a miracle of crisis engineering. Structures like vast tenements with pokey little windows, with everything else cantilevered in between. The cities are independent of each other, and watchtowers are dotted around the edge of each. The perpetual gloom is lit by the flickering blue flames of gas torches, and there is a constant clattering of machinery, the hum of power lines and the bubbling of gas pipes.

The people who live in these cities call themselves Endpointers. They're descended from a number of races, including humans. The hostile environment has made them stronger, more resilient to toxins and harsh weather. They don't have hair, their eyes are protected by an inner lid rather than eyelashes, and their lungs are highly evolved. Ancestral features occasionally emerge, but pureblood humans haven't been seen for centuries. To them, Homo sapiens look like throwbacks.

Endpointers have evolved the vivactic gland as a direct and strong response to the harsh environment, or perhaps as the result of smart geneware responding to the extreme conditions. The gland floods the body with a unique hormone-chemical cocktail called Kallisti. It makes the Endpointers aggressive, defensive, always prepared for attack, always suspicious. The gland withers rapidly when removed from the brain, and Kallisti breaks down in contact with the air. Any researcher trying to reproduce the chemical would need a constant supply of fresh samples of the gland, preferably still inside the heads of the donors.

Despite its isolation, Endpoint is still part of an empire that rules all of the remaining inhabited systems from the Throneworld that circles the Prime Sun. This is the same Throneworld that holds the Klade (see V83) in thrall and on which Miranda Dawkins (see A17) will be born. Once, ships from all across Endpoint's system visited there regularly to pay homage. Now a Hypertunnel would be required to make the journey. A Hypertunnel such as the one that Silver (see V133), a cyborg and the most powerful man in Hope, has built.

Silver has plans to take the Throneworld. But he has enemies of his own on Endpoint. The Brotherhood of the Silver Fist, robed and chanting hard integers, worship the cybernetics of the Perfected Ones who were once known as the Cybermen. The Perfected Ones are long since dead, reduced to the components on which the Brotherhood model their own adaptations. In defiance of all logic, they despise Silver as an abomination, despite having modifications that make them just like him.

ENDPOINTER RACE PACKAGE

Cost: 4 points

Traits: Alien (+2), Distinctive (-1), Environmental (Minor) (+1), Quick Reflexes (+1), Tough (+1)

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Waterworld

ATMOSPHERE: Earth Non-Standard Toxic

CLIMATE: Cold

SATELLITES: 0

SENTIENT SPECIES: Endpointers

TECHNOLOGY LEVEL: 5

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**ENTUSSO** (Fitz's Story)

VOICEOVER: ADI. Alien Defence Incorporated. (Cue stirring music) ALIEN... DEFENCE... INCORPORATED! The rapid-response extraterrestrial call-out service!

THE DOCTOR: Hi there. It's me, the Doctor, a traveller from beyond space. As you know, I've done what I can to defend planet Entusso from the deadly machinations of evil extra-terrestrials. But I'm strictly a tourist passing through. I can't always be there when Entusso comes under attack. Luckily, now I don't need to be, thanks to ADI: Alien Defence Incorporated.

COMMANDER FERNOR: And I'm Commander Hellan Femor, late of Entusso's Colony Patrol Alpha. I founded ADI to make sure these kinds of atrocity will never happen again. ADI offers an instant investigation service and guaranteed protection against everything from alien abduction to full-on invasion... at very reasonable prices.

THE DOCTOR: As I travel on through the stars, I'm comforted to know your lives are in safe hands – the hands of Alien Defence Incorporated. One call, one valid credit card, brings you and your loved ones the best possible protection from alien attack. Trust me, I know. I'm the Doctor.

The planet Entusso is a lot like Earth and its people are very like humans. It has a very television-obsessed culture and, for some reason, it has become prone to alien attacks. But the world government still won't fund a central military organisation to defend against extraterrestrials, the existing emergency services refuse to respect the threat that they pose, and the Doctor – who has become a bit of a local hero after saving Entusso several times now – is only a part-time saviour. Which is where ADI comes in.

Alien Defence Incorporated is a private organisation founded by Commander Hellan Fernor, a soldier-turned-businesswoman. She has sunk her hefty war pension into setting it up and has used her military and political contacts to pull in favours from all over. But she needs ADI to be financially viable. It needs to cover its overheads and fund expansion, though Fernor doesn't expect it to turn a profit. So ADI charges for its services.

Commander Fernor has resorted to a little ruse to try to draw the Doctor back to Entusso. She has had a novelty drinks dispenser converted into a replica of him. It's only a Level One Construct, so its speech is all pre-programmed. But on the plus side, it can offer you a glass of water. All Fernor wants it for is to appear in the ADI infomercial that's being broadcast on ten thousand channels. When the Doctor picks it up, she hopes he'll head back to Entusso so that she can recruit him as a freelance consultant and boost the company's public image. Of course, the Doctor is likely to have his own very strong views on this...

COMMANDER HELLAN FERNOR

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

SKILLS

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

TRAITS

Brave
Five Rounds Rapid
Military Rank (Special)
Owed Favour (Minor) – Commander Fernor can pull in the odd favour
Owed Favour (Major) – Some larger than others
Voice of Authority
Wealthy (Minor)

EQUIPMENT

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

TECH LEVEL: 6**STORY POINTS: 8****PLANETARY DATA**

SIZE: Medium
GRAVITY: Earth-Standard Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Entussans
TECHNOLOGY LEVEL: 6

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EPSILON MINIMA *(Benny's Story)*

The planet Epsilon Minima was discovered during the era of the Earth Empire of the third millennium. It is a frozen wilderness, a tiny ball of rock covered in ice. But there are extensive coal seams below the ice, indicating that there were once forests here.

In fact, fifty million years ago, Epsilon Minima was a jungle world, warm and with a plethora of plant and animal species, including mammalian lifeforms such as a species of giant cat similar to a lion but with green fur and a blue mane. Over time though, the planet cooled and became unable to support life. The jungles died and over millions of years became beds of coal. Occasionally, fossils within the coal and the surrounding rock provide a glimpse of the plants and animals that once thrived here.

Recently, Epsilon Minima has attracted the interest of one Countess Venhella (see V28), a wealthy ice-heiress from the Plutovian aristocracy. During a survey of the system, her people detected an exotic energy signature three miles beneath the surface. The Countess has identified it as being of Gallifreyan origin, something which is of supreme interest to her. She has therefore hired archaeologist Professor Bernice Summerfield (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) to

excavate whatever is down there (though without telling Benny what she suspects it of being).

Countess Venhella has also shipped in a number of IMC mining robots, which have been adapted for security work. As Epsilon Minima is uninhabited, it's unclear exactly what the Countess expects to need them for. However, they have been upgraded with laser attachments, and they are more advanced than the model the Third Doctor encountered on Uxarieus (see *Colony in Space*), not being dependent on remote control.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Venhella believes that the energy signature is that of a TARDIS key, something she is very keen on recovering. She is correct, and Benny will excavate the key, along with a number of buttons she recognises as being from the Doctor's jacket. In a very timey-wimey manner, the Doctor will arrive in response to a signal from the key that the TARDIS detected, only to lose it fifty million years in the past and recover it again now. But not before Countess Venhella puts her own personal plan in motion, one that will jeopardise everyone on the planet...

IMC ROBOT (SECURITY-MODIFIED)

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

SKILLS

Fighting 5, Marksman 3

TRAITS

Armour (5 points)
By the Program
Fear Factor 1
Natural Weapon (Major) – Laser Gun: 7(3/7/10)
damage
Robot

TECH LEVEL: 6

STORY POINTS: 1-2

PLANETARY DATA

SIZE: Tiny
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Arctic
SATELLITES: 0
SENTIENT SPECIES: none
TECHNOLOGY LEVEL: N/A

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

**ESKON** (Coldheart)

Long ago, Eskon had lakes and rivers and the occasional rainfall. But after the planet was struck by a rogue solar flare, these became historical oddities. The flare robbed the planet of its moisture and Eskon became a desert world.

The Eskoni, the people of Eskon, were forced to look for new sources of water. They tried moisture vaporisers with little success. Fortunately, they discovered a plentiful supply of water beneath the surface of Eskon. Vast reservoirs of ice are trapped deep underground, kept frozen by layers of rock which insulate them from the heat of the sun. It's almost as if the whole planet is inside out, with a boiling hot exterior and an ice cold centre. Although the Eskoni's legends hold that the hot surface surrounds a single vast ocean of ice, it's more likely that it has a tiny molten core balanced against the freezing cold of the surrounding magma. The Eskoni mine relatively small pockets of ice trapped in the upper magma. But even so, the ice reservoirs are unstable and there is evidence of massive tectonic shifts.

The landscape of Eskon is a vast swathe of desert, the sand stained red by a high iron oxide content, broken by occasional monolithic rock structures akin to mesas on Earth. In order to shelter from the incessant heat, the Eskoni have constructed their cities inside these monoliths. Each city is not so much built as carved out of the sandstone. From the outside, windows show as black marks in the rock, and the edges of walls and floors are rigid geometric lines. Inside are layer upon layer of hollowed-out rooms and chambers, passages and wide-open spaces, all supported by rows of columns and elegant causeways. The scale of each city-monolith is enormous.

In essence, the Eskoni never grew out of living in caves, and in a hot desert climate, a cool cave is the ideal place to be. The oldest parts of some of the cities date back several thousand years. Eskoni technology is at the level of sandcars, electric lights, public communications equipment, and escalators and lifts all powered by applied static electricity. They've developed explosives for use in mining, but they don't have firearms. Instead, Eskoni use handbows that fire pencil-sized bolts by means of pressurised air.

The Eskoni are humanoid but have a vague similarity to camels. They have tan-coloured fur from the crown of the head to the small of the back, wide-set heavily-lidded brown eyes and bony noses with flat nostrils. Their body heat is significantly higher than a human's. Although they haven't yet mastered space flight, the Eskoni are aware of aliens. Eskon is on the edge of the Hhork sector, a sparsely populated region in which level nine civilisations capable of interstellar travel are few and far between. Although Eskon does get alien visitors, they are infrequent and are mainly traders who leave when they realise that the Eskoni have little to offer them.

Eskon has seven moons, each representing one of the Eskoni's gods. The largest is Kankira, the God of Sand, but the most important is Dallufvir, the All-Father.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Baktan, one of the larger cities on Eskon, is afflicted with a plague. It is a mutation that manifests at puberty, when victims lose their fur and their skin takes on an unusual texture. Their pores start to secrete slime, and the plague's victims are called Slimers. Slimers have dark, mottled flesh, sightless white eyes and cruelly thin lips concealing needle teeth and a black tongue. Shapes can be seen moving like worms beneath a Slimer's skin. The Eskoni expel all Slimers from Baktan, and they are forced to live in a shanty town of rough shelters and tents.

The Slimer mutation is caused by contaminated water from the ice-mine that supplies Baktan. An injured Spulver worm (see V136) is living in the caves above the mine, pus from its wounds dribbling down to the ice below. The Slimers are being genetically mutated by DNA from the worm, creating a hybrid species. Fortunately, they are sterile. Eventually each Slimer dies in an event known as the Squirming, when incubated Spulver worms burst out of their bodies.

SLIMER RACE PACKAGE

Cost: -6 points

Traits: Alien (+2), Alien Appearance (-2), Impaired Senses (Major: Blind) (-2), Marginalised (-1), Repulsive (-1), Weakness (Major: The Squirming) (-2)

PLANETARY DATA

SIZE: Large

GRAVITY: Medium Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Desert

SATELLITES: 7 (including Dallufvir and Kankira)

SENTIENT SPECIES: Eskoni, Slimers

TECHNOLOGY LEVEL: 4

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Espero is an Earth colony world which was purchased by its founders, a combination of cardinals, bishops and businessmen, from a corporation called HomeWorld. The Ecumenical Council decided that all that was needed to make Espero thrive was faith in God and the goodwill of the colonists. HomeWorld claimed that the planet was rich in resources, and the colonists, being of African and Asian descent, were desperate to escape the hegemony of the white-dominated West. They were told that history could start anew on Espero.

The Council also said that in order to start afresh properly, the colonists had to throw away millennia of human history, so that there would be no living in the shadows of the past. The only records that were brought were sacred writings and a few technical manuals. Later, it was believed that this was more a political decision than a religious one, and that some of Earth's major powers just wanted to get the colonists offworld.

The colonists arrived in their new Eden to discover that the resources promised by HomeWorld were buried too deep for the minimal equipment they had brought. The climate was hotter than expected. There were insects everywhere, and fresh water was hard to find. The first fifty years almost saw Espero wither and die. The other nearby colonies had their own problems and were too busy fighting for their own survival to help the Esperons.

The Council had promised Espero would be at the heart of a revival of faith in this sector, that offworlders would be drawn here to learn and embrace the Mother Church. But Espero has nothing anyone wants, and the few visitors that came soon left and didn't return. The visitor centres closed and the embassies went unused. Espero retreated into itself.

Faith kept the Esperons going for a while. But for many, as science explains more and more, so faith has found itself struggling. Espero started with a strong Catholic ethic. The Ecumenical Council had faith that, unlike on Earth, the colonists could restore the life and practice of the Holy Apostolic Church, and so reflect

God's glory. Within half a century, there were disputes; schismatic sects began to form, to set up their own states and cities. Some lost their faith altogether, and then, maybe inevitably, there was the Almost War between three of Espero's nations, only halted at the last moment.

Two hundred and seventy-seven years later, in the 61st Century, Espero is an insular world. There are very few visitors. Few Esperons have ever seen an offworlder, and even fewer have seen a white one. When white offworlders visit and never return, it reminds the colonists of their past back on Earth and the prejudice and cultural dominance of the West.

Espero is a world of eight nation states. Among them are: Saiarossa (the name of both the state and its capital, derived from "Red Sea"), the only state not a democracy, instead being ruled by an Imperial Family from its Crystal Palace; Hispania, which has tried and failed to cultivate cutting-edge technologies; and New Roma with its isolationist policies and the paranoid Vatican Police of Pope Constanza. Most technology has slipped back to pre-colonisation levels, though there are occasional imports of things like levicars. The Prime Administrator of Anjon has spent a fortune importing offworld technology to mark his third inauguration, including a matter transmitter (despite the fact that the use of matter transmitters goes specifically against High Catholic doctrine, since Pope Constanza has decreed that it is impossible to teleport a human soul).

Apart from the ever-present insects, examples of native Esperon fauna include burrowbears (about the only Esperon animal to like the taste of humans), elephines, tree-rats and mokeys. The latter resemble small ginger monkeys, like baby orang-utans only with flatter faces. They're not very bright, but they're friendly and are a popular pet in Saiarossa.

MOKEY

Attributes: Strength 1, Coordination 5, Awareness 4

Skills: Athletics 4, Fighting 2, Survival 4

Traits: Climbing (Minor), Natural Weapon (Minor: Bite – Strength +2 damage), Size – Tiny (Major), Swinger (Minor: +2 bonus for brachiating movement – swinging)

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 0

SENTIENT SPECIES: Esperons (humans)

TECHNOLOGY LEVEL: 4

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FARSIDE STATION (*Fear Itself*)

In the last decade of the 22nd Century, Farside Station disappeared from its position above Jupiter. It was believed that it fell from orbit and was lost with all two hundred and eighty-eight hands on board, plus the Doctor and Fitz Kreiner (see A10). Four years later, an Earth corporation ship has picked up signals from Farside, which has somehow survived within the violent atmosphere of the gas giant.

Farside is a military research station, so an Earth Forces team has been dispatched to investigate and will rendezvous with the station two days' later. While very little information is publically available about the research undertaken on Farside, the general understating is that it is one of the key components in Earth Forces' science programme. Its focus is on weapons research, and until the Fall, there were over forty projects under way at any one time.

Farside has been constructed to a standard design despite its specialist requirements. A central, spherical hub houses reactor, administration and research labs; concentric rings and spokes surround it, holding docking facilities, positioning thrusters and storage bays. The commander's office was officially placed at the Station's highest elevation, on top of the spire rising from the central hub. But the first thing that Commander Jennifer Valletti did when assuming office was to relocate it down into Command and Control at the heart of the station.

The decision on locating Farside in orbit around Jupiter had been pushed through by one Admiral Jonathan Ferguson. As it turns out, he was the first husband of Sara Mukabi, who was the station's psychiatric therapist at the time of the Fall. She and her second husband, computer technician Terrance Mukabi, were conducting experiments in training Earth Forces personnel in a computer simulated environment.

When the Professional, an enhanced Earth Forces trooper, boards the station, he finds there are still plenty of the crew alive, but they are at war with alien aggressors. They have been sealed out of the central hub and the station's computer system by an energy barrier (Major Forcefield) that burns anything that touches it (causing 2(1/2/4) damage per Round of contact).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Fifteen years before the Fall, an Earth Forces science mission to Jupiter had run into trouble, and a number of the crew suffered severe psychological trauma. The on-board psychologist was Sara

Mukabi. The mission had discovered something in the Jovian atmosphere that was of interest to the military: a virus that affected the chemical transmitters in the human brain to induce severe fear and symptoms of PTSD.

Sara's then husband ensured that the new Earth Forces' research station was located in Jupiter orbit to enable Sara to acquire samples. The virus has been called Fear (see V61), and Sara and her new husband Terrance have been able to distil a chemical version called Nightmare. They are using this to enhance the training experience in their computer simulation.

Fear is a biological weapon produced by an unknown race thousands of years ago and tested on Jupiter. It and its opposite number, a similar but enemy virus the Doctor names Loathing, are still fighting in the Jovian atmosphere but have reached a stalemate. They are both sentient, and Farside Station has become their new battleground.

Fear has been able to use Farside's resources to create a computer programme version of itself, and has generated a new rust-like weapon to use against Loathing. Farside has been pulled down into Jupiter's atmosphere to prevent any interference from Earth. But Loathing has also infiltrated the station, and the two viruses are controlling their own factions amongst the crew to battle for control.

Loathing has used the station's ReGene medical unit to genetically transform a number of personnel into hideous mutants. The mutants control the hub while the humans occupy the outer areas, separated by an energy barrier. When the Earth Forces Professional arrives, the situation is finely balanced as Fear prepares to make its final move against Loathing by using Farside as a bomb to deliver rust into the atmosphere below.

REGENE MUTANT

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 5, Strength 6

Skills: Athletics 2, Fighting 4, Technology 1

Traits: Alien Appearance, Armour (5 points), Enslaved, Fear Factor 2, Natural Weapon (Minor: Claws – Strength +2 damage)

Tech Level: 6

Story Points: 2-4

FARSIDE STATION

Armour: 5

Hit Capacity: 30

Speed: 1

Traits: Scan, Transmit, Travel

Story Points: 3

NIGHTMARE [Special Gadget]

Traits: Fear Factor 4

Cost: 4 points

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Following the period in which the Martians became the more militaristic Ice Warriors (see *The Fifth Doctor Expanded Universe Sourcebook*), their culture flourished on the red planet's temperate surface for many thousands of years, before their world began to grow cold and inhospitable, and eventually drove them into exile or hibernation. During this feudal period, advanced technology such as air cars are as much a fact of life as the castles and courts that resemble those of Medieval England. The Martian ecosystem is flourishing too, with lush green vegetation emerging from vibrant red soil, glowing organic goo flowing through deep caverns, and giant beasts of all colours roaming the dunes. Holidays are plentiful, including one notable for great firework displays and considered analogous to Christmas.

Of course, all is not well. The Martians have a rigid caste system, enforcing an extreme feudalism. Lords and servants of different castes and classes constantly struggle for power and set up assassinations in bids for land and titles. This lethal web of intrigue is worsened by Martian society finding signs of weakness unforgivable.

As can be expected of his title, High Lord Uzoxx of Balazarus Mons rules over more land than any other Ice Lord on Mars. Uzoxx is a reasonable and pleasant enough person, even if he is as adherent to the harshness of Martian society as his subjects. Equally expected is that he and his son Izaxryl are kept under close scrutiny by the other nobles, desperate for some legal loophole that would allow them to take the throne while being safe from each other's plots.

The noble who stands the most chance of securing Uzoxx's title is Lord Artix of Darsus Mons, who is planning to send a squad of warriors to shame the prince while he performs his ritual of ascendancy, in which the young noble must grab a flaming hot sword from a fire without showing any sign of pain. This will quickly become a battle between Artix's men and the young noble's bodyguards, who include the reliable Ssard (see A21).

It's obvious that Artix has a spy in the castle: his sister, Shssur Luass, wife of Uzoxx and mother of Izaxryl. Often clad in an expensive cloak that shimmers with all the colours of the spectrum, Luass only married into the family for the sake of enacting this plan, playing a long game with no concern for inevitably murdering her own son. Luass doesn't seem to wear "Ice Queen" armour (see *Empress of Mars*) nor bear an Ice title, likely due to the specific nature of her nobility. It's possible that she will acquire the necessary cybernetic implants once her goals are complete.

The plan is simple: kill (or shame, which has the same effect in Martian society) Izaxryl and High Lord Uzoxx. Then the Darsus Mons family will have power beyond any other house of nobles on the entire planet. The fact that Luass and Artix are blatantly plotting to kill one another once their plan succeeds is just an extra step.

SHSSUR LUASS



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Arrogant
Authority (Major) – A noble married into the most powerful family on Mars
Distrustful
Epicurean Tastes
Fear Factor 1
Noble
Selfish
Single-Minded (Major) – Acquire power
Voice of Authority
Weakness (Major): -2 to all actions when the temperature rises to 32°C, takes 4 damage as the temperature rises to 100°C
Wealthy (Major)

EQUIPMENT

Ornate Dagger: Strength +2 damage
Martian Laser Gun: 4(2/4/L) damage

TECH LEVEL: 6

STORY POINTS: 10

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Ha'olam is neither a blue planet nor a green planet. Most of its surface is covered by a baking desert, with a bit of savannah here and there. So, from space, it's mainly reddish brown with small patches of yellowish green. It was colonised by Earth in the 22nd Century, and by the early 2200s, a number of sizeable cities have been established. The majority of the population are still humans, but there are also a few blue-skinned, white-haired Lacailians and red-haired Caxtarids (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). There are no indigenous animals larger than a sparrow on Ha'olam.

The cities here include El Nath, Al Marklm and Incopolis, the latter having sprung up around the headquarters of INC, Ha'olam's largest corporation. There's also the Eurogen Village out in the middle of nowhere on Samson Plains. It was originally set up by a bio survey team sent to Ha'olam by Eurogen to determine whether any of the indigenous plants are worth harvesting. Eurogen cut off the funding when they hit a credit crunch and left the team here, but refused to terminate their employment. The Village and the employment contracts were eventually bought by INC, and it became their R&D site.

There are also two prisons on Ha'olam: the Oliver Bainbridge Functional Stabilisation Centre and the Brian Lindsey Memorial High Security Correctional Facility. The former is an INC facility and is the nicer of the two. The latter houses the violent criminals.

In the 21st Century, Middle Eastern countries had turned to high technology and space industries as the oil finally ran out. The results were numerous colony worlds like Ha'olam, with an easy mixture of cultures and languages, ancient and modern, and signs in English, Hebrew and Arabic. The city centres are neat grids of streets crammed with two-storey sandblasted stone buildings of almost identical design, as though built from a kit. Further out, there are more haphazard roads and irregular, improvised suburbs.

Life on Ha'olam is highly bureaucratic. You need an I card to do pretty much anything, and only Ha'olam's citizens and those visitors with Resident Alien Identification Numbers (RAINs) are issued with them. Even the process of applying to the Central Department of Registration to receive one is tortuous and lengthy, and you need a computer record before you can even start. Without an I card, you can't get a job, receive any social services or even refugee support. There is an efficient public transport network provided by ornithopters and solar coaches.

But travelling on these requires transport tokens, and you need an I card to buy them.

There isn't an Earth embassy on Ha'olam, the last one having closed years ago during the Dalek invasion (see *The Dalek Invasion of Earth*). Even now, relations with Earth are low key. Many of the colony worlds are getting nervous about Earth regaining too much power again. So the bureaucrats in New Geneva keep dragging their feet on anything that would help Earth rebuild after the occupation. Earth has also declined to accept what little aid has been offered them.

Datatables are the height of technology on Ha'olam. Although palmtop computers are available, most people seem to prefer using something a bit chunkier, carried around like briefcases. Most INC employees interface with them via eye implants (see *G10*), but datatables also have a retina-reader lens as a poor man's version. The technology is well in advance of its time. In fact, the Doctor recognised it as Gallifreyan technology, perhaps introduced by a Time Lord renegade for their own purposes. There are also public datatablet booths, half-spheres attached to the sides of buildings, with the INC logo on them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

INC owns a lot of other companies, and not only ones on Ha'olam. INC owns sixty-four percent of Temporal Commercial Concerns, TCC, which the Doctor and Sam had encountered on Hirath (see *L54*) and its moon. On Ha'olam, INC keeps a quarter of the population employed. Without it, the economy would collapse.

INC might be the biggest corporation on Ha'olam and an unethical one at that, but it is not the ultimate villain here. It, and more generally Ha'olam, are being manipulated. The I (see *V71*) visited Ha'olam long before the humans arrived. As is their habit, they left examples of highly advanced technology to be discovered by later colonists, including a mind probe that they acquired from a captive Time Lord.

The I aren't invaders as such. But they may be worse: an insidious force that nobody has even heard of. The I are now almost ready to return to Ha'olam to see what the colonists have developed from the seeded technology and harvest it for themselves.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Desert

SATELLITES: 1

SENTIENT SPECIES: Humans, Lacailians, Caxtarids

TECHNOLOGY LEVEL: 6

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HIPPOCRATES BASE *(Sins of the Fathers)*

Hippocrates Base is a remarkable hospital even by intergalactic standards. The space station that houses it boasts hundreds of levels and many experienced staff, most of them at the top of their fields. No payment is needed for the Base's services, as all funding is provided by the Kulkan Collective which set up Hippocrates Base for studying and curing diseases that crop up in this busy sector of the Galaxy.

Many of the staff are themselves Kulkans, purple skinned humanoids with horse-like faces and light green hair. Someone with a very long lifespan or access to time travel (or both) may remember that the Kulkan Collective once went by another name: the Kulkan Empire. It's been so long since their far-reaching reign of terror that it has faded from common knowledge, the Kulkans themselves only speaking of the time in hushed, shameful whispers.

It was this shame that led recent generations of Kulkans to devote themselves to becoming more peaceful, and they are now proud to boast that Hippocrates Base has set a new standard for patient care. Not only does each level contain artistic waterfalls and arboretums, it even has its own slightly different gravitational field to suit any species' preference! The gravity enhancers are very complicated technology, tapping into and redirecting the pull of the local star itself.

The station is monitored and maintained by a central AI referred to as BOB. This name doesn't seem to stand for anything, and may have been self-given. BOB has difficulty understanding organic humour and idioms, but he does have emotions. He carries the entire sad history of the Kulkan race in his memory-banks. On a viewscreen, BOB takes the form of a red face with yellow, cracking features.

In spite of its advanced technology, Hippocrates Base isn't immune to disruption or sabotage; the Kulkan Collective is trusting to a fault, making it relatively easy for an outside force to sneak in undetected. If the gravity enhancers were targeted, the entire station would be reduced to zero gravity. Any character in a zero-G environment will need to make an appropriately difficult Coordination + Athletics roll whenever taking a physical action, and will receive an automatic -2 penalty if they're unfamiliar with said environments.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A group who wishes to deactivate the gravity enhancers and invade the base are the Zeronites, a species of large, orange space chimpanzees in blue armour who seek revenge on Kulkans, not caring about civilian casualties as they shout about seeking justice and clumsily shoot blasters about. While already uniquely adept at floating in zero gravity, the suckers at the end of their long toes allow them to traverse the Base with even more ease.

The Zeronites are an artificial race, created by the Kulkan Empire at its peak and believed to have been extinct for two centuries. At that time, many new species were genetically engineered by the

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Kulkans for extremely specific servitor positions. The Zeronites were designed to live in the zero-gravity interiors of long-range space missiles, maintaining them on their voyages. Naturally, Zeronite lifespans only lasted as long as it took a missile to reach its target. Hippocrates Base itself wasn't always a hospital; it was originally the genetic weapons centre that created the Zeronites, who are now returning to their ancestors' birthplace for revenge.

The few dozen Zeronites that managed to survive in secret have spent the intervening generations training and arming their young for revenge on the Kulkans, developing a vaguely Roman-inspired culture with "Centurion" as their highest military rank. Designed for zero-G, their bodies completely shut down when exposed to any gravitational force, immobilising them and practically gluing them to the ground. Naturally, the Zeronites are highly resentful of this, furious that they can't experience standing on soil or breathing pure air. On the other hand, they take pride in their unmatched prowess in zero-gravity environments, nicknaming themselves the 'Children of the Void' to encompass both contrasting feelings.

Alongside their natural skills, the Zeronites possess bright orange holographic communicators and guns. While brutal, they're entirely self-trained. Their amateurish gunfire might not stand against a true fighting force, but it is enough to slaughter the station's guards who are only armed with tranquiliser guns. Zeronites claim to not fear death, each one being ready to sacrifice itself for their cause.

If your campaign leans towards serialisation, a "plug-in" adventure at Hippocrates Base could be great to have in your back pocket: you never know when a session will end with a PC needing medical attention! When your Player Characters can go anywhere, why wouldn't they try to visit a generous, advanced space hospital?

HIPPOCRATES BASE

Good Traits: Advanced Technology (advanced medical facilities), Computing Power, Laboratory, Landing Pad (docking bay for spaceships), Medic, Minions x3 (security guards, medical researchers, medical staff), Training, Vehicle Pool (hospital ships)

Bad Traits: Alien Threat (Zeronites), Isolated, Ongoing Mission (study and cure diseases), Wandering Civilians

**ZERONITE**

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

SKILLS

Athletics 5 (AoE: Acrobatics), Convince 1, Fighting 4, Knowledge 1, Marksman 2, Science 1, Subterfuge 2, Survival 2, Technology 3 (AoE: Rockets and Missiles), Transport 1

TRAITS

Alien
Alien Appearance
Brave
Climbing (Major)
Fear Factor 1
Obsession (Major) – Commit genocide on the Kulkan race
Ruthless (Major)
Special – Suckered Toes: Zeronites have a +2 bonus on rolls for manoeuvring in zero-G environments so long as there are surfaces they can cling to
Technically Adept
Tough
Weakness (Major) – Body completely shuts down when exposed to any gravitational force, leaving them physically immobile

EQUIPMENT

Armour (4 points)
Laser Pistol: Damage 7(3/7/10)

TECH LEVEL: 6

STORY POINTS: 2-4

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prehensile eyelashes which curl and uncurl with their emotions; the women have no eyelashes at all, but instead have inner eyelids and a pair of forked tongues.

There are fifty-three planets in the Thannos system, and its name derives from thenossus, meaning “bead tapestry” in the old tongue that is the root of the lingua franca here. The ancients of the Inner Worlds believed that the planets they saw in the heavens were giant beads in the sky, blowing in the space winds. It isn’t known whether the ancients of the Outer Worlds also had a name for them, as they weren’t as developed and are therefore considered unimportant. The Inner Worlds see the Outer Worlds as barbaric, just because they are further from the sun, and their people are viewed and treated as scum.

With the Homeworld policy of reconstructing and homogenising the Outer Worlds to match the Inner World Ideal, the minerals and resources left as waste in the wake of terraforming have been dumped on the planet Hirath for reclaiming sometime in the far future when they are viable once more. Hirath is owned and managed by Temporal Commercial Concerns (TCC), who rent out space on it to whoever will pay. For the Thannos Multiplanetary Government, it’s a cheap dumping ground for people. Criminals, the insane, dissenters, those who would not claim temporary habitation while waiting for repatriation as their Outer World is being transformed. Anyone who displeases the Homeworld powers finds themselves dropped onto Hirath and forgotten. It’s cheaper than the government stockades or the holding camps.

Hirath is a huge, shadowy pink globe sitting balefully within the Thannos system. Its atmosphere consists of violent reds clashing with purples and yellows in an insane kaleidoscope of colour. It’s breathable, but the air is not particularly pleasant and stimulates

The Thannos system belongs to the Thannos Multiplanetary Government of the Homeworld, whose people have expanded their empire to cover the entire system. The inhabitants of the Thannos system are humanoid but not human. The men have long, almost

certain areas of the mind in some subjects, enhancing memory and dreams. Most of the planet’s surface is covered in mudflats, sand and rock. It has its own native flora and fauna, most notably including time trees (see G21).

Hirath’s atmosphere isn’t the worst thing about the planet. That would be the temporal disruption that envelops it. The whole planet is cut up into little pieces of past and future. It’s more than just a quirk in space and time: Hirath’s biosphere is in a manipulated state of temporal flux. Parts of the planet are distanced from each other by hundreds, even thousands of years, cut off by dangerous forces of incalculable power. In among these barriers, all the waste, the prisoners and the exiles who have been written off for scrap are stored out of sight and out of mind. One of the temporal zones contains an asylum whose inmates are used for experiments in biological enhancement and cybernetics.

TCC has developed shuttles capable of navigating the safe routes through Hirath’s temporal storms, and they have a control centre on the planet’s single moon which hang in a distant geostationary orbit. But they did not create the temporal disruption that wracks Hirath. Sam Jones will later discover that TCC are sixty-four percent owned by INC, a corporation she and the Doctor will encounter on Ha’olam (see L51).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The disruption is caused by a space-time probe launched by the Kusks (see V88), an alien race from beyond the Thannos system. It was intended to gather information on the history of other species so that the Kusks could determine their weaknesses. But the probe malfunctioned and crashed on Hirath. It has since been phasing in and out of the present, sending out a signal to be found and reclaimed, with temporal pollution seeping out and affected Hirath.

A Kusk ship sent to retrieve it also malfunctioned when it tried to download the data gathered by the probe. Their computers disabled, the Kusk crew was forced to enter into a long hibernation on Hirath’s moon to await rescue. The TCC control centre is actually the Kusks’ ship, with the hibernating Kusks hidden away in a sealed area. TCC have been using the ship to try to control the temporal distortions, with limited success.

Meanwhile, a new Kusk rescue mission is on its way...

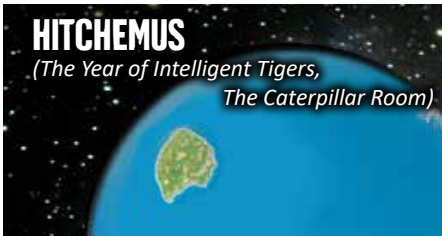
PLANETARY DATA: HIRATH

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Non-Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Various humanoid species of the Thannos System
TECHNOLOGY LEVEL: 6

PLANETARY DATA: HIRATH’S MOON

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: None
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

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Beta Canum Venaticorum, also known as Chara, is a G-type star whose system is home to the planet Hitchemus, colonised by humans by the start of the 22nd

Century. It's close enough to Earth that the Sun can be spotted in the night sky, but far enough away that it's still on the edge of explored space.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Hitchemus's surface is seven-eighths ocean, though there is evidence that the sea level used to be much lower. It has a single moon with a pale ring around it. Something collided with it millions of years ago, and this is believed to have caused a rise in the sea levels on Hitchemus. Either the heat of the collision melted a southern polar cap, or the moon was knocked into a more distant orbit, resulting in Hitchemus having a wobble with its tilt varying from ten to twenty-five degrees, enough to cause the ocean's rise and affect the climate.

Hitchemus has a twenty-eight hour day. It has a single continent, now little more than a small island but presumably once much larger. Although the island has a complex and diverse ecosystem, the tigers (see V69) and the runners are the only really large native animals. The former resemble Earth tigers but are not even mammals. The latter are a species of flightless wading birds that the tigers prey on. Unlike the tigers of Earth, those on Hitchemus aren't aggressive to humans and are allowed in the town, where they wander unhindered through the streets and even into the houses and buildings. Only a handful of Earth animals have been allowed on Hitchemus, mainly those left over from the initial settlement like horses, or illegal immigrants like spiders, which somehow made it here. Hitchemus has a reputation for really great weather, but it's largely undeserved. The colonists were lucky and arrived during a good, moderate phase of the climate. But a hundred years later, the weather is much more unpredictable. Hot, dry periods suddenly end in storms, gales and torrential rain.

Hitchemus was settled by musicians, and that remains the case a century later. Anyone who can play or sing is paid a basic stipend to live on while they pursue their art. So everyone does that, and many supplement their income with a job. The colony is designed for self-sufficiency and a guaranteed minimum standard of living. Nobody starves; nobody freezes. There's only one small town, Port Any, so they don't overstretch their resources. Hitchemus is too far from anywhere to get many tourists, despite the system's gas giant being used as a refuelling point.

There is evidence of a lost civilisation on Hitchemus, or perhaps ancient alien visitors. Much of the island is off limits because of the ruins they left behind, and there are even some to be found under the sea, having been flooded when the oceans rose. Prominent examples include the artificial lake in the centre of Port Any, the remains of a small dam across a creek, and the Stela, a stone monument in the middle of nowhere that's covered with the only example of its builders' writing, a series of carved circular symbols

in bright colours, which the colonists haven't been able to translate. Port Any's buildings are long, low curves of concrete and glass. Inside are wooden furniture, pottery, tapestries and the ubiquitous music, almost all of it live. The restaurants mostly serve the same vaguely Middle Eastern cuisine. The town is powered by a hydroelectric plant which has been built on the artificial lake.

The tigers of Hitchemus are not quite the non-sentient animals that they first appear to be. Genetically, they have a lot of mechanisms for shuffling their genes around, presumably to allow them to adapt to the planet's changeable climate. A lot of their genes disappear and then show up again in later generations, including those controlling intelligence. One generation of tigers is smart but the next has only animal intelligence, repeated in a cycle.

Before the colonists, the first humans to come to Hitchemus were hunters who killed a number of the tigers for sport. When the colonists arrived, their scientists experimented on several specimens. A century on, the latest generation of tigers is showing signs of regaining their lost intelligence.

The ruins that dot the island were left behind by previous waves of the intelligent tigers. The Stela is a gateway into an underground chamber which they call a storehouse. Another, larger one lies below the humans' city. Access is only gained by moving the Stela's symbols into the correct sequence, making a sentence in the tigers' language. Understanding the symbols is passed down through the tiger generations even when they are not smart enough to be able to rearrange them into the correct order to open the storehouse. In the storehouse, each generation of intelligent tigers leaves recordings of themselves imparting knowledge for the next smart generation.

The tigers also constructed a network of metal Nodes just beneath the surface, forming a weather control system to calm the worst of the climactic changes that Hitchemus periodically undergoes. But with the planet now settled by humans who will likely fear what a race of intelligent tigers means for their future, there is a real risk that this ancient cycle will be disrupted and the climate will run out of control.

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Mostly Water

ATMOSPHERE: Earth Standard

CLIMATE: Temperate (but variable over time)

SATELLITES: 1

SENTIENT SPECIES: Humans, Hitchemus Tigers

TECHNOLOGY LEVEL: 6 (humans), 4 (tigers)

HYSPERO *(The Scarlet Empress)*

The planet Hypspero lies at the very edge of the universe in an area of space known as the Penumbra of the Galaxy's Ultimate Portion. It is a region in which magic actually works, or perhaps technology is so different or science is so advanced as to be indistinguishable from magic. Whichever is the case, Hypspero has a magical feel to it, with all sorts of fantastical creatures living on it. Daily life is a mix of high- and low-tech for the majority of its inhabitants. It is also one of the few places in the universe from which the Obverse (see *L78*) can be reached. Hypspero has a single moon and a twenty-one hour day. The currency used across the planet is the dimar.

All over Hypspero, tinpot tyrants run small principalities, and queens are remarkably common. They plot endless skirmishes and wars against their neighbours, drawing up elaborate plans of conquest and colonisation. But they all know better than to actually carry them out. There is a delicate equilibrium on Hypspero, and each small power balances the next. The small-time rulers of the various lands have learned to realise when they are well off.

Over all these lesser kings and queens, princes and princesses, and other nobles and royals, only the Scarlet Empress (see *V126*) holds sway. The current holder of that title is the latest in a line of nine hundred Scarlet Empresses, each identical to the first, who was brought to Hypspero by unknown aliens millennia ago. Only the tyrannical Scarlet Empress has the sheer presence to rule the entire planet, and she does so from within a glass jar in her capital city, also named Hypspero. She is an insatiably malign presence upon whom very few have actually laid eyes. More

visible are her Scarlet Guards, a squad of beautiful soldiers with a fearful reputation. They are dressed in flowing scarlet robes and are tattooed from head to toe in blue ink. The tattoo designs on each are unique, and when one dies, the Scarlet Empress has him flayed and his skin displayed with those of the others in a chamber in her palace.

Among the many and varied creatures native to Hypspero are Ifrits, Djinn and Kabikaj. Ifrits are flesh-eating ghouls with soft, tattered flesh, leathery wings, chattering death's heads and lidless eyes. Although they rarely attack the living, they lurk in graveyards and feast on the dead. Graveyards are also the haunt of the djinn, wraithly figures with dead, empty eyes, who mock and flaunt and jeer. Djinn are the protectors of the graveyards, though they are sometimes also used to occupy and animate automata.

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Numerous and varied

TECHNOLOGY LEVEL: 7

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Kabikaj are the djinn of the insect world. They are more corporeal than their cousins, being large and orange and muscled, dripping like something basted for the oven. Swarms of insects buzz angrily around them, which kabikaj can send to torment their victims. Although the swarms are not poisonous, their stings can irritate to distraction. However, kabikaj can sometimes be persuaded to respond to commands, like the genies in the old stories of Earth. To do so would require a contest of Presence + Convince.

Among the other fabulous beasts which may be encountered on Hyspero are: qutrub, who are essentially werewolves; giant bees the size of bicycles, whose honey heals and provides extended life (and is used by the Scarlet Empress to preserve herself in her jar); gryphons with the body of a lion and the head and wings of an eagle; hydra, which can be summoned by using a spell in the book of marvels known as the *Aja'ib*; a race of golden bears who shave their fur off each day and live peacefully in an urbane society in the forests of Kestheven; visitors from the Enclave, such as Steigertrudes and Sahmbekarts; talking heron-creatures; bipedal tigers; intelligent birds and giant spiders; and all manner of other strange monsters, spirits, beasts and beast-men.

Hyspero is a world of wonders and terrors, magic spells and

miracles. It offers the opportunity of adventures more fantastical and less rational than most characters are used to. Magic and science sit side by side and may be indistinguishable here. It is an ideal setting for a meeting with that most inexplicable of time travellers, Miss Iris Wildthyme (see A58).



HABIHAJ INSECT SWARM

Attributes: Strength N/A, Coordination 5, Awareness 3

Skills: Fighting 2

Traits: Flight (Major), Natural Weapon (Minor; Swarm Attack – S(2/S/S) or 2(1/2/3) damage), Swarm 8

IFRIT

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

Skills: Fighting 2

Traits: Alien, Alien Appearance, Fear Factor 1, Flight (Major), Tough

Tech Level: 7

Story Points: 1-2



DJINN

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 5, Resolve 4, Strength 4

Skills: Athletics 2, Fighting 2

Traits: Alien, Alien Appearance, Fear Factor 2, Immaterial (Special Good)

Tech Level: 7

Story Points: 1-3

HABIHAJ

Attributes: Awareness 3, Coordination N/A, Ingenuity 1, Presence 5, Resolve 4, Strength N/A

Skills: Athletics 1, Convince 2, Fighting 3

Traits: Alien, Alien Appearance, Special – Insect Servants

Tech Level: 7

Story Points: 2-4

HYSPERO BEE

Attributes: Strength 2, Coordination 3, Awareness 3

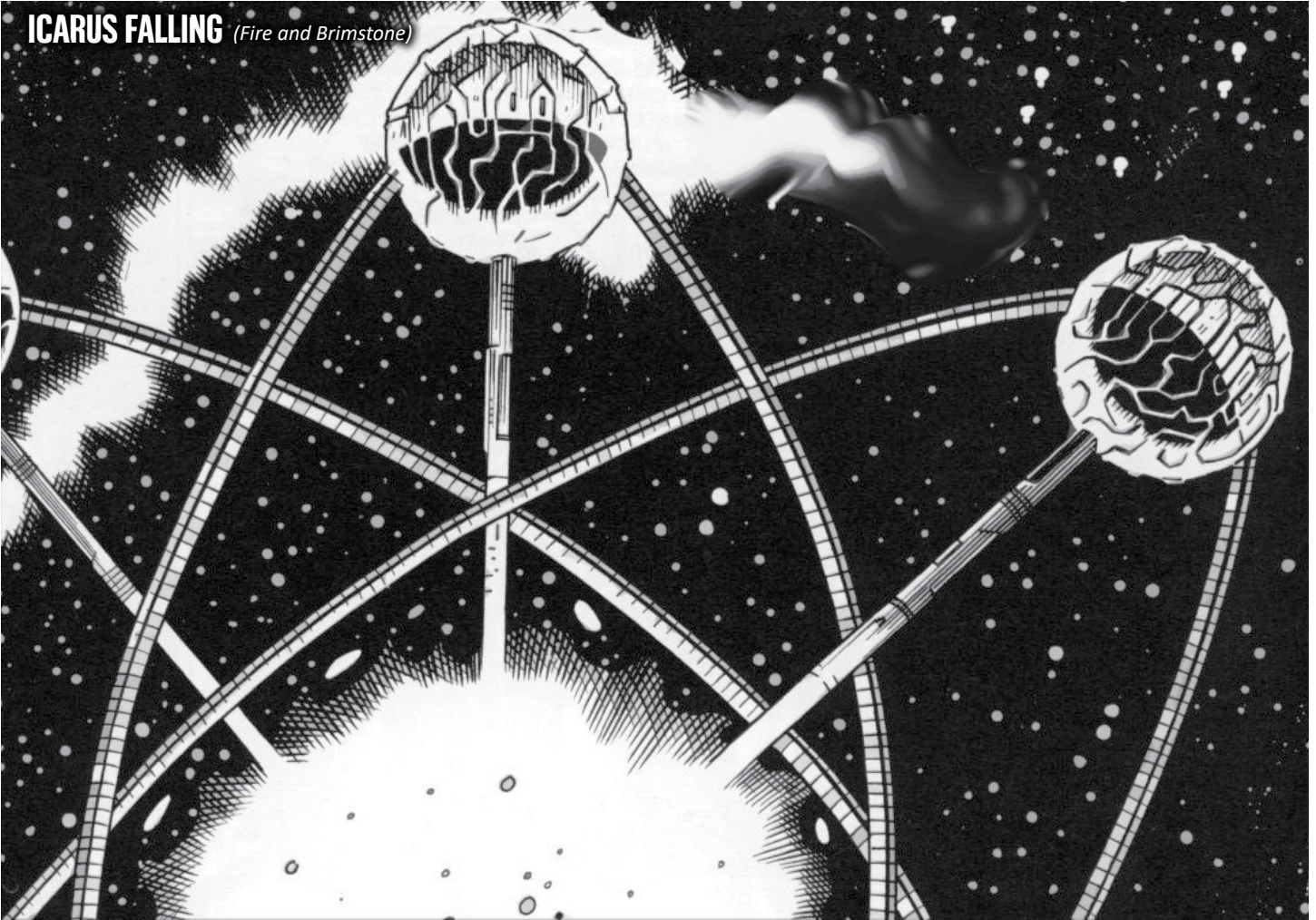
Skills: Fighting 1, Survival 3

Traits: Flight (Major), Natural Weapon (Minor; Sting – Strength +2 damage, but fatal to the bee), Tough

HYSPERO HONEY [Special Gadget]

Traits: Fast Healing (Major), Immortal (Major: Extends life beyond the user's normal lifespan)

Cost: 4 points

ICARUS FALLING *(Fire and Brimstone)*

Two millennia after the Transmat Wars (see L22), the star called Crivello's Cauldron is the heart of the New Earth System, containing hundreds of minor planetoids that each holds a unique human culture. Six giant metal satellites revolve around the star, generating power for the rest of the system; this is Icarus Falling. It's maintained by a religious hierarchy, with nuns commanding gun-toting argonauts (cybernetic soldiers connected to Greek myth in name only) and taking advice from pool-scriving "communications seers". Their pools are made of material from the heart of Crivello's Cauldron itself, and they've recently been displaying dire portents telling of an apocalypse.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Icarus Falling has no defence systems, as anyone foolish enough to attack it would be killing themselves and everyone else in the system, and is almost defenceless against an alien invasion force. Its obscurity has saved it from such invaders; the only way outsiders would know of this hidden batch of humans would be with insider information. Ergo, it's concerning that the Daleks of all species have no trouble locating it.

The Daleks have been playing a long game, planting an android spy in the Keep of the scientist Crivello as he was creating the

artificial sun that Icarus Falling is built around. Named Marquez (see L23), this Dalek operative manipulated the project's development into needing Artron energy, knowing that sending an SOS into the Vortex would attract the Doctor like a fly to honey. As soon as the Time Lord added his DNA to Crivello's creation, Marquez re-joined the rest of the Dalek forces for the next step: luring him to Icarus Falling. The plan's end-goal is to use the Doctor as a conduit for the Daleks to turn Crivello's Cauldron into a unique form of collapsed black hole they can travel through, giving them an opening to invade the entirety of the multiverse.

While the Daleks have no agents on Icarus Falling, they can create some by introducing the Contagium, a giant, genetically-augmented wasp-like creature native to Skaro that injects self-replicating nanites in whoever it stings (preprogrammed to be the person of highest authority), turning them into mindless slaves for the Dalek cause. The infected victim's body can expel the nano-genes orally, which then enter anyone else in sight.

The Daleks developed this plan after a fierce battle with a mysterious legion of warlike creatures that emerged from a universal rift. Not only was this other force so overpoweringly difficult to defeat that the Daleks could only capture one alive, but experimentation revealed the other force as a fleet of Daleks

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from another universe. The alternate Daleks resemble large blob-like spiders, with their casing more of an odd retractable battle armour. While they share “our” Daleks’ tendency to shout “Exterminate!”, they also scream their analytical thought processes.

Of course, “our” Daleks haven’t considered the possibility that completing their gateway will only allow their alternate selves to spill out in their hundreds, overpowering their own numbers in minutes. Perhaps the gateway could be ‘rebooted’ to form another sun before the process is finalised, but the process would kill the sun’s original consciousness.



THE CONTAGIUM

Attributes: Strength 4, Coordination 2, Awareness 4

Skills: Athletics 4, Fighting 3, Survival 4

Traits: By the Program (Infect who it's been explicitly programmed to, ignore all others), Enslaved, Flight (Major), Infection, Natural Weapon (Major: Stinger and Mandible – Strength +4 damage), Size – Huge (Minor)

Story Points: 1-2

ALTERNATIVE UNIVERSE DALEK



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

SKILLS

Convince 4, Fighting 5, Marksman 4, Medicine 3, Science 8, Subterfuge 3, Survival 5, Technology 9

TRAITS

Armour (10 Points)

Cyborg

Eccentric (Major) – Loudly narrates analytical thought processes

Environmental (Major)

Fear Factor 3

Flight (Major)

Natural Weapon (Major) – Exterminator: L(4/L/L)

Mental Calculator

Quick Reflexes

Technically Adept

TECH LEVEL: 8

STORY POINTS: 5-8



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ISOLATION STATION FORTY *(Anachrophobia)*

In one era of the far future, the humans of the Plutocratic Empire, always keen to work in partnership with the private sector, franchised out the development of new colony planets. In return, they would hold a lease on the property. But on one planet, whose name is now lost, the colonists failed to maintain their residuals to the Empire. They defaulted on their payments and the planet was therefore designated for repossession.

The Plutocrats sent in a receivership force, and a long and bloody war ensued with the colonists, now designated the Defaulters. Each side had access to temporal weaponry, with the result that the planet's environment has been reduced to a wasteland consisting of patches of conflicting time zones. Some zones are beset by AT storms, areas of Accelerated Time in which a hundred years pass in a second. Anyone caught in one would be reduced to dust in moments. Other areas are DT zones, Decelerated Time, in which time is brought to a standstill. For the soldiers within them, a minute takes a thousand years to pass. They'll still be there long after the war is over. But in all likelihood, they'll be dead, as a bullet fired into the zone will still kill them. It might take a hundred years to reach its target, but it'll still do its work.

When the Doctor arrives, the war has been going on for about four hundred years so far as the soldiers caught up in it are able to determine. But the conflict has reached a stalemate. Neither side is in a position to make gains. The temporal weapons have left the planet in a state of perpetual winter and endless midnight. But a team of Plutocrats have orders to make a new breakthrough in time travel technology that will win them the war.

The Plutocrat team is based in Isolation Station Forty, a bunker plated with a TR (Time Resistant) alloy for protection. Entry into the Station is through an airlock formed between heavily reinforced bulkheads. Clocks embedded in the walls are to be

found all around the base, and before full entry is permitted, checks are made to ensure that time is passing at a synchronous rate inside and out. It's a little like checking if the air pressure is the same. Within the base, clockwatchmen monitor time to ensure that there has been no breach.

Isolation Station Forty is concrete and basic, lit by bare bulbs hanging from the low ceilings. In the reception area, padded bodysuits made from TR material and complete with gas masks line one wall. The equipment within the Station is electronic but old-fashioned, with valves and bell-switches like antique radios. Even the televisions are black and white, and show performances of shadow plays. It all has the feel of a TV set from the '50s.

The Station is under the command of the alcoholic and increasingly paranoid Commander Bragg, but the time experiments are under the direction of Dr Paterson. Paterson is a short, beagle-faced man with shiny brown hair swept to one side, a rough, Benny Andersson beard and thick National Health-style glasses. His crumpled clothing barely contains his tubby frame. Paterson is

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Cold

SATELLITES: 1

SENTIENT SPECIES: Humans (Plutocrats & Defaulters)

TECHNOLOGY LEVEL: 8

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proud of his work and eager to demonstrate it.

In Paterson's cathedral-like laboratory is a huge metal sphere suspended over a vast hole sunk into the ground. It is covered in hundreds of rectangular plates, each one composed of a dark green substance and dotted with row upon row of bolts, altogether forming a geometrically perfect surface. Mounted around the waist of the sphere is a series of circular portholes, and a hatch is set into the lower hemisphere. This is Paterson's RT (Reverse Time) capsule. In it, a two-person crew can be sent diving back into the depths of time by a localised AT storm generated by a time active element, chrononium.

Unfortunately, the RT capsule's test dives have resulted in cases of anachrophobia in its crew. They have also created a breach in the passage of time, tearing a portal into somewhere else, allowing creatures from outside time to pass through. These creatures are drawing their power from the fissure, co-existing both within the void and within reality, infecting those they come into contact with, transforming them into clock-faced people (see V22). The symptoms of the early stages of the infection are what has been diagnosed as anachrophobia.

The Clock People dwell in the Vortex, and they are infecting the crew of Isolation Station Forty, changing their pasts and turning them into more of their kind.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The basis of decision-making within the Plutocratic Empire is that whatever action brings the greatest return is the correct action. Time is money. Wealth is power. The soldiers in the Plutocrats' army have been conscripted because they are in debt to the Empire and are an unnecessary burden on the economy. The unemployed, the destitute and the bankrupt. The Plutocratic Empire is wiping out its bad debtors, cutting away the dead wood.

In a similar manner, the war is being run along economic lines. In the central audit bureau of Station One, the Plutocrat headquarters, it is conducted by the actuaries, seven ancient and dusty automata with heads comprised of tortoiseshell boxes indented with numbered round buttons, like an old-fashioned manual calculator. Above the buttons there is a register, upon which numbers roll up and down. The actuaries are connected to power points in the wall by thick cables extending out of their backs.

The actuaries, now centuries old, are able to speak in a frail old-man wheeze of static. The objective that they have been programmed to pursue is profit. The Plutocratic Empire determined that wars are good for the economy. They mean greater investment, scientific progress, lower labour costs. So the actuaries were instructed not to win the war but to extend it indefinitely. To do so, they control both sides, the Plutocrats and the Defaulters. The actuaries have android agents in both camps to make sure their instructions are followed, and they have given both sides the same levels of temporal technology. They direct

the troop movements to maintain the status quo.

But the Plutocratic Empire came to an end long ago. The actuaries have forgotten their original instructions and why they're making a profit. Nevertheless, they have continued with the war. But they have also given the orders for Dr Paterson to conduct his experiments. They want to send a mission back in time to find out exactly what their original instructions were. But they are dying, their systems worn out. The actuaries have therefore summoned a representative of the Defaulters to Station One to inform both sides that the war is over.

The actuaries are too late. Station One has already been overrun by the clock-faced people from outside time, who will infect everyone and use them to spread their virus further...

DR PATERSON

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

SKILLS

Convince 1, Craft 3, Knowledge 2, Science 4, Technology 4, Transport 2

TRAITS

Adversary (Major) – Defaulters

By the Book

Impaired Senses (Minor) – Without his glasses, Paterson has a -2 penalty on visual Awareness rolls

Technically Adept

TECH LEVEL: 8

STORY POINTS: 6

ACTUARY

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

Skills: Knowledge 5, Science 1, Technology 3

Traits: Amnesia (Minor), By the Program, Dependency (Major: Dependent on external power), Machine, Mental Calculator, Networked (Major: Linked to Station One's comms & computer systems), Robot, Slow (Major: Immobile)

Tech Level: 8

Story Points: 1

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JANUS PRIME *(The Janus Conjunction)*

Towards the beginning of the 23rd Century, a ship carrying Earth pioneers crash-landed on a planet at the very edge of the Milky Way, twenty-seven light years from Earth. They named the planet Menda and found it to be ideal for colonisation. Diametrically opposite Menda on the far side of the system's red dwarf sun, designated Janus GM2797, a second planet orbits. As it is closer to the sun than Menda (see L69), it has been named Janus Prime.

Janus Prime's single moon is locked in geostationary orbit, putting the planet in a permanent total eclipse. From Janus Prime, a burnt-orange corona is all that can be made out of the bloated sun. The planet is engulfed in a never ending night, the darkness broken only by the glowing of Janus Prime's luminous blue sands, giving everything an insubstantial, ghostly quality.

The glowing sand is an indication that Janus Prime is not a nice place to be. The planet is saturated with radiation lethal to humans. It destroys the body's lipids, without which the membranes holding each and every cell together simply disintegrate, causing the body to melt away into a pool of grey porridge. The damage is cumulative rather than instant, and a human has to be exposed to the radiation for a certain length of time. Eventually the body's recuperative ability is overpowered and the decay sets in. As death occurs, the cellular dissolution speeds up exponentially as the body stops fighting it. For each day spent unprotected on Janus Prime, a successful Difficulty 15 Resolve + Strength roll must be made to avoid taking 2(1/2/3) damage. Wearing a sealed spacesuit provide a +4 bonus to the roll.

The radiation poisoning isn't curable by any treatment available to the colonists, but brief exposure can be recovered from. However, if a victim takes more than 3 points of damage from it, the cellular breakdown will continue even if they are removed from further exposure. In fact, with the radiation removed, the rate of decay then speeds up, and the roll to resist its effects must be made

once per minute instead of per day.

The dominant indigenous lifeform on Janus Prime is immune to the effects of the radiation. The Janusians are a species of giant spider. The females grow to the size of a transit van, while the males are only the size of small dogs. Strangely, the Janusians have a surprisingly well-developed brain capacity for such an apparently unsophisticated lifeform. It's as if part of the brain has atrophied, and the most interesting thing is that it's the part that's popularly believed to be responsible for generating alpha waves. Perhaps the spiders were once telepathic, maybe even intelligent. There are certainly the ruins of buildings built to a scale suitable for the Janusians.

Another odd thing about Janus Prime is that the TARDIS detected that its moon has a mass equivalent to a small sun. Normally, this would mean a swift destruction for the planet it orbits. But in this case, most of the mass is hidden away in hyperspace. The TARDIS also detected that the moon that orbits Janus Prime's twin planet of Menda similarly has an extraordinarily large mass, again hidden away in hyperspace.

Even hidden in hyperspace, such massive objects should be responsible for disturbances in the local space-time continuum, such as dimensional bends or spatial distortions. The colonists on Menda have discovered a hyperspace tunnel between Menda and Janus Prime. On Menda, the end of the tunnel was discovered underground and is a faint shimmering in the air that the colonists have named the Link. Walking into the Link is an uncomfortable experience akin to feeling like an elastic band stretched to breaking point and then released. But you quickly emerge from the end of the tunnel in the blue desert sands of Janus Prime.

When it was realised that the Link was a hyperspace tunnel, the leader of the group of mercenaries who had been hired to protect the colonists on the voyage realised it might offer them the chance to return home, their crashed ship being irreparable. Gustav Zemler led his men through, only to find that the Link only took them to Janus Prime. Not only that, by the time they

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mainly Land

ATMOSPHERE: Earth Non-Standard

CLIMATE: Desert

SATELLITES: 1

SENTIENT SPECIES: None

TECHNOLOGY LEVEL: N/A

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realised this, they had contracted irreversible radiation poisoning. A few who returned through the Link found that the poisoning accelerated and quickly died. Zemler and the others still on Janus Prime face a slow, painful death locked inside their spacesuits.

The colonists sent provisions, medical supplies a small shuttle craft and the materials and drones to build a permanent base through to Zemler and his men. But the experience has sent Zemler over the edge. He has declared war on the colonists. He has a small team of talented cyberneticists as part of his unit, and these have been augmenting the Janusians to create cybernetic Spidroids which are periodically sent through the Link to cause havoc on Menda. However, the war has reached a stalemate.

Zemler is a product of Earth in the decades following the Dalek occupation, the time of the Intercity Wars when violence bred violence. Zemler was absorbed into the fledgling colonial military, established to bring order to the Earth, and was rapidly promoted to captain. He had a natural predilection for violent confrontation that resulted in a military debacle and court martial of his entire unit. Becoming a mercenary, Zemler was a violent thug, aggressive, paranoid and uncontrollable. Now, he is totally insane, his body slowly melting inside his spacesuit.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Millions of years ago, the Janusians were highly advanced and possessed powerful telepathic abilities. But there was a war against the similarly advanced people of Menda. When peace was finally achieved, the two races turned their entire star system into a gigantic bomb intended to act as a deterrent. They designed two special moons which each have the equivalent of one solar mass. By aligning the artificial moons with the sun and linking them via hyperspace, the sun's critical mass could be increased to the point where the nuclear reactions at its centre become unstable and it explodes in a supernova, destroying both planets.

Despite this, the two races eventually went to war again, but the doomsday weapon was never used. The Janusians slaughtered the original Mendans, but the Mendans had already seeded Janus Prime with isotope decay bombs, effectively destroying the

GUSTAV ZEMLER

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

SKILLS

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

TRAITS

Eccentric (Major) – Insane
Five Rounds Rapid
Phobia – Hatred of anything alien
Repulsive
Tough
Unattractive
Voice of Authority
Weakness (Major) – Sealed within his spacesuit and dying of radiation poisoning (see text for details)

EQUIPMENT

Laser Pistol: 6(3/6/9) damage
Spacesuit [Traits: Armour (4 points), Environmental (Minor). Story Points: 2.]

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

Janusian civilisation and reducing their planet to a radioactive wasteland. Those Janusians who developed a natural immunity to the radiation devolved into the non-telepathic giant spiders with the intelligence of a cow which still survive on Janus Prime to this day.

The doomsday weapon can still be activated, but the system's sun is now a red giant. If the Link is used to detonate it, it will just increase the critical mass of the tiny, super-dense neutron star at its heart, creating a black hole capable of sucking in not only Menda and Janus Prime, but the entirety of this part of the galaxy.

JANUSIAN

Attributes: Strength 10*, Coordination 3, Awareness 3

Skills: Athletics 2, Fighting 3, Survival 4

Traits: Environmental (Minor: Resistant to radiation), Fear Factor 2, Natural Weapon (Minor: Mandibles – Strength +2 damage), Natural Weapon (Major: Acid Spray – 5(2/5/7) damage with a range up to 5 metres), Size – Huge (Minor), Tough

*The above stats are for a female Janusian. Male Janusians are only the size of dogs. Their Size Trait is replaced with Size – Tiny (Major) and their Strength is reduced to 4.

SPIDROID

A Spidroid has the same stats as a female Janusian but with the following additional Traits: Alien Senses (Infrared Vision), Armour (4 points), Cyborg, Enslaved and Scan.

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

The Fallen Gods are creatures that live in time itself but are imprisoned within the crystals of the magma. As well as the other benefits, King Rhadamanthys has used them to extend his own life and that of his favourite son. He has had many children. All but Deucalion have been farmed out to the servant girls to raise. At the age of thirteen, they are taken to the shrine on the volcano where the Gods drain them of their future years. That stolen life is then fed to Rhadamanthys and Deucalion, with a little left over for the priestesses. King Rhadamanthys is now over four centuries old, but his face, although lined, is only middle-aged.

Around 1600 BCE, the Thera group of islands was torn apart by the violent eruption of the volcano on Kaménai, the true Atlantis. A few centuries earlier, it was the location of a branch of the thriving Minoan Empire made powerful and prosperous under the reign of King Rhadamanthys, brother of Minos, the king of kings.

In Rhadamanthys' time, the royal island of Kaménai is the yolk within the white of Thera, the King's alabaster palace-city gleaming golden under the hot, high sun. It is an island of harsh, sulphurous rock against the sky-blue ocean, the landscape softened by fields and apple orchards on the gentler slopes. And in the midst of the yellow, the blood-spot of the volcano.

Encircling the sea that surrounds Kaménai is the island of Thera itself, forming a natural battlement of towering cliffs pierced by a single gap. Passage through this inlet is guarded by the galleys of the King, stopping those fishermen and merchant boats allowed inside, checking their authority to proceed. No one enters the interior sea without a royal pass stamped in clay and with an escort on board. While the Theran town of Akrotiri has recently been subject to attacks by fire demons in the shape of divine bulls, Kaménai has remained untouched, and the court convinces itself that these security measures will keep it so.

Balanced near the peak of the volcano at the centre of the royal island is a plaster-walled shrine. Within, the far wall is missing, forming an open precipice with a smouldering glow beneath. The walls on either side are studded with fragments of crystal, catching shards of the fire and reflecting them. A large quartz on the central altar hints at only the tiniest flicker inside. Past the altar, the chamber broadens out to a wide stone lip hanging over an inner cliff and a sea of searing magma.

Down there, in the crystals that float impossibly on the surface of the magma, is where the Fallen Gods (see V55) are imprisoned. The Titans, overthrown by their children for their wickedness and held captive in Tartarus. But King Rhadamanthys and High Priestess Britomartis have been blessed with the key to their gaol. Through the crystals and the correct rituals, the Fallen are theirs to command, and the forces of sea, sun, wind and time itself can be brought forth. There have been no volcanic eruptions in centuries, and Thera enjoys four harvests a year and sunshine on a cloudy day. Rhadamanthys has even used the Gods to visit ruin on his enemies in Athens.

Every gift has its price. The four harvests a year are at the cost of harvests from the future. Every year of plenty means several of barrenness in centuries to come. The Gods have power over wind and water, sun and stars, even time. But they can only rearrange reality, not really change it. The earth tremors and eruptions have been pushed into the future. But it won't last forever, and when the Gods – already chafing at their chains – do break free, all the earthquakes and eruptions will be unleashed at once, all the stronger for their deferral.

KING RHADAMANTHYS

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

SKILLS

Convince 5, Fighting 1, Knowledge 5, Subterfuge 2, Survival 1

TRAITS

Authority (Major)
Dark Secret (Major)
Selfish
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KURSAAL (*Kursaal*)

pressure group called Helping All Life Forms (HALF). HALF have been disrupting and sabotaging the work as they want to preserve the planet's native species.

Once the construction is completed, Kursaal will struggle through its first years encumbered with huge development debts. So it will be scaled down, its scope made more modest and designed around a combination of white-knuckle space rides and themed leisure holidays. They will stop transplanting large parts of other planets here and instead create new, imaginary locations. There will be a WaterPark, ActionPark, SportsPark, ZooPark, FestivalPark and others, including a ThemePark containing locations and amusements based on the cultures of the Cronus system. Following the transformation, people will come to Kursaal to escape real life. People from all over the Cronus system, and some from beyond. The Doctor described it as Disneyland meets Babylon 5.

But following the death of Maximilian Gray, the head of Gray Corp, Kursaal is destined to be bought by a drugs cartel to use as a major distribution point for this sector of the galaxy.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor offered to take Sam Jones to Kursaal, the so-called Pleasure Planet of a Thousand Worlds, the TARDIS arrived five years too early when it was still known as Saturnia Regna. The planet is located in the Cronus system and has been owned by the Gray Corporation for the last decade, along with several other worlds in the system. The Corporation, owned by Maximilian Gray, heads a consortium of major Cronus financial houses that want to convert Saturnia Regna into Kursaal, a Class Two leisure world. The planet had previously been home to a small population of subsistence farmers, most of whom accepted the offer of generous sums of money for their land. Those who refused found that the building work to transform Saturnia Regna into Kursaal had to start next to their land (by sheer bad luck, according to Gray Corp). They soon took the hint and accepted the money.

Gray Corp's plan is to divide the world up like a chessboard. Each section is to be themed on a different culture found in the Cronus system. There will be an ice world, a technological city block, a desert world full of nomadic dwellings, a sea world, plantations stripped from Cenima, a patch of the Golden Desert on Apang, a section based on the northern-hemisphere lakes on Trantor (containing water drained from the original lakes, just to get the correct chemical balance) and many, many more.

But humans weren't the first sentient inhabitants of Saturnia Regna. A thousand years ago, the Cronus system was home to a lupine species called the Jax (see V72). The other races in the system worshipped the Jax, who somehow integrated them all. There have been some significant archaeological discoveries, including the remains of what has been taken to be a large Jax cathedral. But the construction work threatens to destroy them.

There are protests against the development of the planet by a

The Jax aren't the lupine race whose remains have been unearthed on Saturnia Regna. They are a virus which was brought to the planet by infected humanoid visitors well over a millennium ago. The humanoids were killed by a native wolf species, which in turn became infected by the Jax virus that recognised them as superior predators, creating the werewolf-like species that died out a thousand years ago.

But the Jax virus isn't dead. It ran out of victims to infect and went into a form of hibernation, waiting for other visitors to arrive. It is still present on Saturnia Regna and is capable of infecting people and transforming them into werewolves. When the planet becomes Kursaal and attracts tourists from across the Cronus system and beyond, it will begin to infect them and be taken out among the stars.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Humans, Jax

TECHNOLOGY LEVEL: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



The planet Kyrol is one which was colonised by humans a few centuries into our future. It's a beautiful world with vast oceans waiting to be explored. In fact, charting the oceans is a priority for the first years after Kyrol Central was established, and a hi-tech submarine called the *Argus* and commanded by Captain Julius Otago has been tasked with this mission. So far, it has discovered that Kyrol's seas have only mild currents and no large marine predators.

However, they are about to find that an area known as the Asamda Ridge is home to a startling secret. The Ridge is 2,500 kilometres long, and Kyrol Central is hoping that it will prove to be a hotbed of mineralogical goodies. But in an air-filled cavern deep within it, its entrance tunnel hidden by a holographic shield, is an enormous Dalek city. It is a beautiful structure of golden ovoid buildings standing atop golden stalks like metallic alien blooms. The Daleks have named it Azhra Korr, the City Built on the Ashes of the Past.

The Daleks of Azhra Korr are not the aggressive marauders that the universe is used to. These are the humanised Daleks that rose up in civil war on Skaro (see *The Evil of the Daleks*), and they are led by Alpha, the first such Dalek to have been created. The civil war had raged for days, but Alpha saw that their cause was doomed. He gathered as many of the humanised Daleks as he could and gave the order to withdraw. With Skaro blinded by chaos, they departed unobserved and are generally believed to have been exterminated.

Alpha's Daleks hid themselves away from any space-faring species, knowing that they are alone in a universe that hates Daleks. They wandered until Alpha beheld a vision of Kyrol in his mind, as if the planet were calling him. The vision led them here and to the hidden cavern within the Asamda Ridge. Here, they mined the minerals to build their city and used birthing technology from their ship to reproduce. But as their numbers grew, so did the tensions among them, finally resulting in murder. Alpha decreed

that henceforth only the city's designated Defenders would be armed. But when the human colonists arrived, he realised that it was only a matter of time before Azhra Korr would be discovered.

The Daleks of Azhra Korr are unusual in having individual names, such as Makkith, Sukatri and Adellus. They have a caste system in which their designation or rank is displayed by the colour of their casings. Alpha's casing is red and has an alpha symbol on the dome. Only the Defenders have an exterminator weapon fitted, and these have been modified with a stun setting as well as a lethal one, and can also shoot jets of fire-retardant cryo-spray. However, the unarmed Daleks are not exactly defenceless. Without the usual Dalek rage and hatred, they have had decades in which to meditate and practice the psychokinetic skills normally used to give their casings mobility. They can now move objects with the strength of their minds, and can use this ability both as a concussive force and to fly. In the ocean beyond the city's cavern, the Daleks use hoverbouts (see *The Sixth Doctor Expanded Universe Sourcebook*) which have been adapted for underwater use.

The Daleks on Kyrol have pledged to preserve life, not destroy it. They revere the Doctor and refer to him as the Saviour who delivered them from the chains of servitude and hatred. But they must protect the secret of their existence here. If they are discovered, they will capture the intruders alive. But the captives cannot then be allowed to leave and must live the rest of their lives in Azhra Korr. Naturally, there are those among the Daleks who fear that any humans taken prisoner like this will inevitably try to destroy them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is a further secret even deeper beneath the Asamda Ridge. Anyone approaching the Ridge is likely to be hit with an electromagnetic pulse to disable their vehicles and equipment, bringing them crashing down to the ocean floor where they will be rescued by the Daleks. However, the EM pulse is not the Daleks' doing.

A mile beneath the Dalek city lies a network of ancient tunnels with alien symbols painted on the walls. The Daleks have never explored this far down, as a terrible apprehension always filled

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: Archipelipopolis

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Humans, Daleks, Kata-Phobus

TECHNOLOGY LEVEL: 7 (humans), 8 (Daleks), 6 (Kata-Phobus)

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

the minds of any who would venture here. At the centre of the network is the lair of Kata-Phobus, the self-styled Lord of the Labyrinth, High Guardian of the Fractured Circle and the last surviving native Kyrolian.

Kata-Phobus is an enormous squid-like creature with dozens of

eyes over its monstrous body. It is sentient, but it preyed on its own species, wiping them out long ago. It guided Alpha to Kyrol and the safe haven within the Ridge, and will protect the Daleks from discovery by means of an EM Scythe. This is not for any altruistic reason, but to allow them to reproduce in sufficient numbers. Kata-Phobus is itself psychic and it feeds on psychokinetic energy. It could sense the humanised Daleks' potential as psionic resonators and as a food source, and allowed them to develop their psychokinetic abilities. In essence, it has been farming the Daleks until it is time to harvest them, after which it will also turn on the human colonists.

KYROLIAN DALEK



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

SKILLS

Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8

TRAITS

Alien
Alien Appearance
Armour (10 points)
Brave
Cyborg
Environmental (Minor) – Able to survive in the vacuum of space or underwater
Fear Factor 3
Flight (Major)
Human Factor
Psychic
Special – Self Destruct: The Dalek can self-destruct, causing 6(3/6/9) damage to anyone within 10 m
Technically Adept
Telekinesis

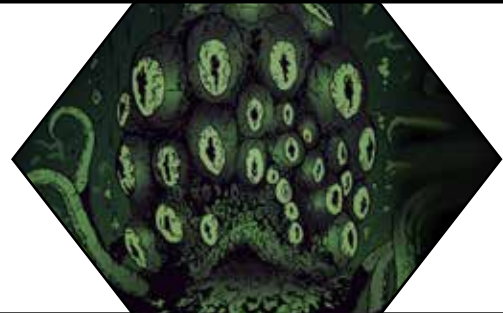
Defenders also have the following:

Natural Weapon (Major) – Exterminator: L(4/L/L) or S(S/S/S) damage, or can spray a fire-retardant cryo-spray

TECH LEVEL: 8

STORY POINTS: 7-10

KATA-PHOBUS



AWARENESS	5	PRESENCE	6
COORDINATION	4	RESOLVE	9
INGENUITY	3	STRENGTH	10

SKILLS

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

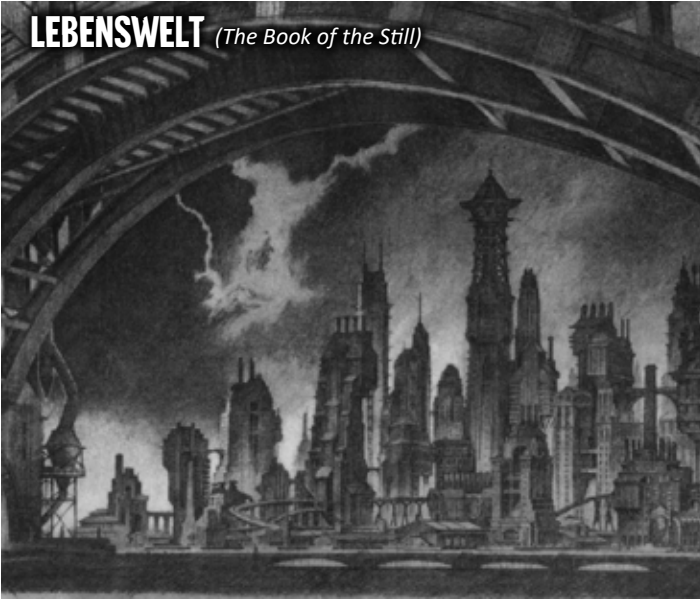
TRAITS

Additional Limbs x3 (tentacles)
Alien
Alien Appearance
Aquatic (Minor Bad) – Coordination reduced to 1 out of water
Clairvoyance
Fear Factor 2
Psychic
Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*
Size – Huge (Major)
Telekinesis
Telepathy
Tough

TECH LEVEL: 6

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LEBENSWELT (*The Book of the Still*)

Lebenswelt's considerable mineral wealth was sold to a Galactinational around the late 35th Century. Five centuries later, the planet is still the largest supplier in its slice of the galaxy of one of the most valuable minerals, making Lebenswelt's citizens all fabulously wealthy.

Innovatively, Lebenswelt's major city, a metropolis of sparkling lights on the edge of a peninsula, is also called Lebenswelt. The place is a gothic nightmare with dingy streets, slimy stone walls, rubbish-strewn pavements and cracked stained glass. Every second roof seems to have a spire, a turret or a belfry, as if the Addams family had a hand in the design. It's the kind of place where a visiting Nosferatu would feel completely comfortable. To complete the sub-Hammeresque feel, creatures resembling obscene red bats flap between the spires and belfries, fighting each other in mid-air. The battles are ferocious, bloody and swift, and every so often a mortally wounded bat falls to the ground where the locals are adept at swiftly putting it out of its misery with a quick stamp and twist of an elegantly attired foot.

Speaking of the locals, they perpetually look as if they're coming home wasted after a party. Which they usually are. The ones that are still conscious anyway. The Lebensweltians are all so wealthy that virtually nobody runs the service industries or worries about earning money. They just don't care. On Lebenswelt, everyday disposable items are manufactured from metals that would be considered precious elsewhere. Even so, scavenging rubbish, which of course consists largely of precious metals and jewels, is punishable by death, the sentence being carried out in the dissolution chamber.

One of the highlights of Lebenswelt is *Das Museum der Verriegelungen*, otherwise known as the Museum of Locks. It's a high, turreted building that rises from a set of dark, formal gardens. A huge stained glass dome tops its tall central turret. The entire complex exudes a stench of denied knowledge and hoarded wonder.

The museum displays locks and security measures, and although it contains often invaluable artefacts, the real exhibits are the security systems that guard them. The artefacts themselves are just there to be ironic. Among them is the Book of the Still (see G4), which was created to be a lifeline for stranded time travellers. However, the museum's curator managed to track it down, bought the planetoid it was on and had it shipped back to Lebenswelt. Since then, it's been on display behind the best security system in the galaxy (according to the museum's brochure), where it is useless as a safety measure for time travellers. Consequently, there are a lot of people imprisoned on Lebenswelt for trying to liberate it!

Among the security measures deployed (and exhibited) at the Museum of Locks are the sentinels. These are black, horribly beweaponed titanium darts the size of a large dog. They have an unsettlingly sleek design, fierce faces and beautifully concealed inner workings, and they can fly at supersonic speeds. Their weapons tubes glint menacingly as they streak unerringly towards their target, while other sentinels man the tall, thin gunnery turrets placed at strategic points around the museum.

SENTINEL

Attributes: Awareness 4, Coordination 6, Ingenuity 2, Presence 1, Resolve 5, Strength 4

Skills: Athletics 3, Fighting 3, Marksman 4, Technology 1

Traits: Armour (10 points), By the Program, Fast (Major), Five Rounds Rapid, Flight (Major), Natural Weapon (Major: A dazzling array of missiles – 8(4/8/12) damage), Quick Reflexes, Robot, Scan

Tech Level: 8

Story Points: 1-2

LEBENSWELT BAT

Attributes: Strength 1, Coordination 5, Awareness 4

Skills: Athletics 3, Fighting 3, Survival 4

Traits: Alien Senses (Sonar), Flight (Major), Size – Tiny (Major), Swarm 8

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Archipelipopolis

ATMOSPHERE: Earth Standard

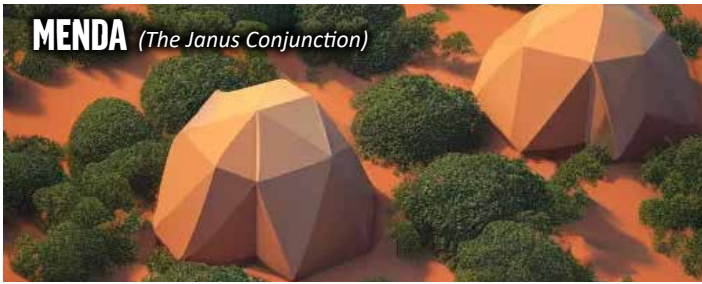
CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Lebensweltians (Humans)

TECHNOLOGY LEVEL: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



After the Dalek occupation of Earth ended in 2164, humankind used the invaders' technology and their charts of the galaxy to travel to the stars, recommencing the colonisation of other worlds. By the 23rd Century, pioneers even made it to the edge of the Milky Way, twenty-seven light years from Earth, where they crash-landed on a planet orbiting a red giant designated Janus GM2797.

The colonists called their new home Menda and their first city, a cluster of prefab domes, Newtown. From the planet's surface, the heavens are dominated by the red giant, a huge orange disc in the pale green sky, bright enough to be warm, but not too bright to look at. Menda is ideal for the colonists. It has a temperate climate, edible indigenous fruit and vegetables, a compatible ecology, clean drinkable water, loads of fresh air and no large predators.

Menda has a single moon, but one with a mystery. Although it is in a natural orbit around Menda, the TARDIS detected that it has a huge mass, equivalent to that of a sun. Being so close to Menda, this should result in the planet's rapid destruction. But it seems that the anomalous mass is locked away in hyperspace. This should still result in disturbances in the local space-time continuum, except that these have been harnessed.

The colonists have discovered the ruins of an ancient, now-vanished civilisation on Menda, and within them an artefact they have named the Link. The Link is a hyperspace tunnel joining Menda with Janus Prime (see L62), a planet orbiting precisely on the opposite side of the red giant so that it is permanently hidden. Janus Prime has its own moon with an excessive mass held in hyperspace. Between them, the two moons maintain each end of the Link between the planets.

The Link was discovered in a chamber beneath the surface of Menda. The hyperspace exit is visible only as a slight distortion in the air, and a sterile room has been established around it with an observation chamber outside. The colonists have no control over the Link, as it has been designed to be operated telepathically.

The colonists had been accompanied on their voyage by a bunch of mercenaries hired to protect them. When the ship crashed on Menda, they were stranded here with no way back. But when the Link was discovered, the mercenaries' leader Gustav Zemler took his men through, hoping to find a way home. It was only then realised that the Link connected Menda solely with Janus Prime. Worse, Janus Prime is saturated with radiation that destroys the lipids in the human body. Without lipids, the membranes holding the cells together simply disintegrate and the human body

collapses into a porridge. The damage is cumulative though and results in a slow death. Some of Zemler's men discovered that returning back through the Link and away from the radiation just accelerates the process.

Faced with a choice between a quick death or a slow and agonising one, and sent insane by radiation poisoning, Zemler has declared war on the colonists. His team has cybernetically augmented some of the giant spiders native to Janus Prime and sent them through the Link to attack the colony, but the war has now reached a stalemate.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The original inhabitants of Menda were culturally and technologically advanced, with great artistic and scientific achievement. But there was a war against the arachnid Janusians of Janus Prime. When peace was finally achieved, the two races turned their entire star system into a gigantic bomb intended to act as a doomsday device to deter another war. They designed two special moons which each have the equivalent of one solar mass. By aligning the artificial moons with the sun and linking them via hyperspace, the sun's critical mass could be increased to the point where the nuclear reactions at its centre become unstable and it explodes in a supernova, destroying both Menda and Janus Prime.

Despite this, the two planets eventually went to war again, but the doomsday weapon was never used. The Janusians slaughtered the original Mendans before the required conjunction of moons could be completed. But the Mendans had already seeded Janus Prime with isotope decay bombs, effectively destroying the Janusian civilisation and reducing their planet to a radioactive wasteland. Those Janusians who developed a natural immunity to the radiation devolved into the race of non-sentient giant spiders that still lives on Janus Prime.

The doomsday weapon can still be activated, but things have changed over the millions of years since it was designed. The system's sun is now a red giant. If the Link is used to detonate it, it will just increase the critical mass of the tiny, super-dense neutron star at its heart until it forms a black hole. This will devour not only Menda and Janus Prime, but the entirety of this part of the galaxy.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth-like

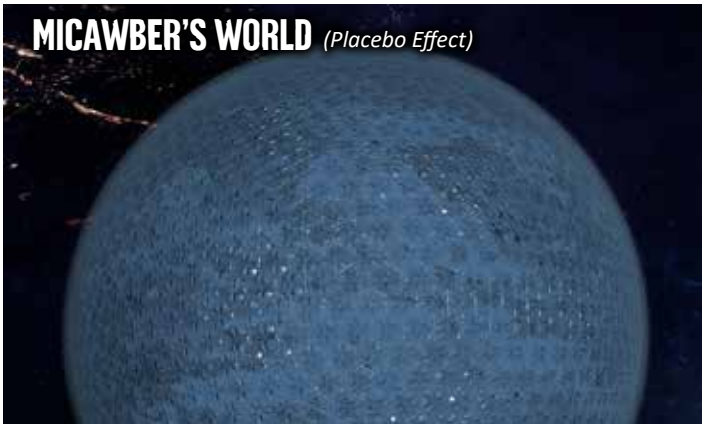
CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Human colonists

TECHNOLOGY LEVEL: 6

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



Micawber's World started life as a tiny lump of useless rock which had drifted away from the Asteroid Belt. A Carrington Corporation scavenger ship had claimed it and relocated it between the orbits of Pluto and Cassius, providing Chase Carrington with somewhere to achieve his life's ambition.

Carrington named it Micawber's World after his mother's maiden name and laid the foundation stone on the asteroid in 3983. At that point, it was still tethered to forty-three geostationary space shuttles to stop it drifting away again. Carrington had the wealth to hire teams of designers, engineers and architects all keen to make their mark on history.

A massive metallic skeletal sphere, five thousand kilometres in diameter, was constructed and gradually filled in, working inward like the creation of a Dyson sphere. Fifteen hundred kilometres in, the solid base began to be threaded through with a series of tunnels. These provided access to the centre of the planetoid, where several specks of a neutron star are held in a specially positioned magnetic-field generator, supplying the planetoid with artificial gravity.

Surrounding the generator is the pulsator, duplicating the energy of a small sun, using harmless solar radiation to power and heat the surface via a network of microscopic cables threaded back up through the tunnels. The technology used to create these previously theoretical but apparently impracticable devices came from three or four different sources pooling their resources in Carrington's famous laboratories.

Thus, a few years later, Micawber's World opened its spaceport to tourists, who now flock there in their thousands from all over the galaxy. Carrington City is a paradise of beautiful spires and domes, reflecting the artificial lights from their glazed walls and roofs, and towering over the walkways and glass tubes that connect the buildings. Taxis fly around, delivering passengers to offices, hotels, malls, parks and other destinations.

Carrington had created a leisure paradise and moved his entire business empire from Mars to Micawber's World. Both the Galactic Federation and the Space Security Service (see *The Daleks' Master Plan*) have opened bureaux there as well. As more and more shops, hotels, restaurants and bars have bought out franchises and licences, even Carrington's critics have had to

acknowledge that Micawber's World is a success.

According to Professor Thripstead's *Guide to Having Fun in the Milky Way*, Micawber's World is one of the most sought-after Leisure Planets in the galaxy. Following this success, Carrington announced his plans to buy up the Grecian Corp and secure the rights to the Galactic Olympic Games, building a stadium to host them on Micawber's World in 3999. Eighteen different races have registered to take part in the Games. Most of the events are pretty traditional, but there are also special games created for those not of the two-armed, two-legged variety, such as the Arcturans, and an artificial lifeforms' sub-games.

The Olympic Stadium has been constructed eighteen miles from Carrington City amid a two-mile circle of dust and shrubbery. It has been nicknamed the 7,438th Wonder of the Universe (not that there are 7,437 others). The massive bowl-shaped arena is at least four times the size of the traditional ones back on Earth and has seating for a million plus, with eight giant holographic projectors for those located further away. The Stadium has been built on a rocky plateau, beneath which are the artificial catacombs put there to enable a good passage of air and to strengthen the artificial surface.

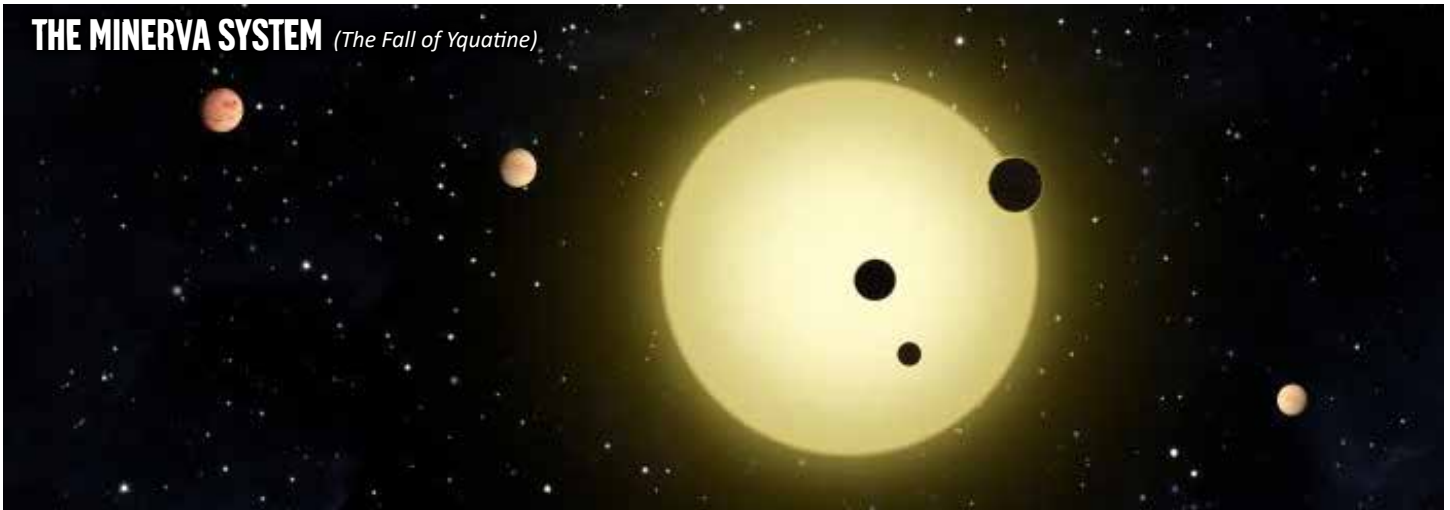
The Space Security Service has been assigned to patrol the catacombs and generally provide security, as the threat of terrorism from the likes of Galaxy Five or the Free Rasta VI is ever-present at this time, the latter group having threatened to destroy Micawber's World when it was first constructed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite the threat of terrorist attacks and the presence of representatives of several criminal Foamasi lodges on Micawber's World, the real danger lies beneath its surface. A Wirrn Queen had arrived on the asteroid at its heart hundreds of years before and has been waiting patiently for an opportunity such as that provided by the 3999 Olympiad. Her pupae are now hatching and spreading out through the tunnels in response to her commands. An SSS xenobiologist has already been infected by the Wirrn and has developed what he claims are illicit performance-enhancing pills. They contain a slow-release mutagenic tag that will transform the user into a Wirrn perhaps months in the future – by which time, the athletes will be spread across the galaxy...

PLANETARY DATA

SIZE: Tiny
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans, various others
TECHNOLOGY LEVEL: 7

THE MINERVA SYSTEM (*The Fall of Yquatine*)

When the Earth colony ship *Minerva* commanded by Julian de Yquatine arrived in what consequently became known as the Minerva System in the 2780s, two of the system's ten planets already had their own indigenous, sentient life. In the two centuries since then, all but one of the planets have been settled, and not just by humans. Over two hundred different species now make the Minerva System their home, and not unnaturally there is more than a little tension between some of them.

The most belligerent of all the races to be found here are the Anthaurk, a reptilian species whose homeworld, Old Anthaurk, was invaded by the Daleks. The survivors arrived in the Minerva System in 2890, resulting in a war that lasted two years and ended with the signing of the Treaty of Yquatine by all the major sentient species. After the signing, the humans built a military base, Aloysius Station, on the edge of Anthaurk space.

Treaty Day is now an annual holiday throughout the system, and the common language is known as Minervan. The political centre is located on the planet Yquatine, where the Senate meets in the Palace of Yquatine on an artificial island in the middle of Lake Yendip. According to popular legend, the *Minerva* colony ship landed in what is now Founders Square in the campus of the University of Yquatine.

Yquatine is a beautiful world whose elliptical orbit provides a 417-day year of long, hot summers and short winters. The Palace is like something out of a fairy tale standing in the centre of acres of gardens, floodlit statuary and illuminated fountains. It looks as though it has been made from a sheet of blue-green silk laid across a bed and tugged upwards by invisible fingers. The walls are smooth, opaque, and they seem to ripple and flow like water. It is an incredible feat of architecture. Although Yquatine is officially a human world, the location of the Senate here means that representatives of all the System's major races, and many of the less prominent ones, can frequently be encountered here.

In 2992, just over two centuries after the initial colonisation, the President of the Senate of the Minerva System is Stefan Vargeld, the Marquis of Yquatine, elected to the highest position while still only twenty-eight years of age. The Vargelds are one of the

founding families. They came to prominence when President Marc de Yquatine, the last of his line, died at the end of the last century, and Stefan's grandfather took on the title of Marquis.

The reptilian Anthaurk settled on the planet Kaillor, renaming it New Anthaurk and building labyrinthine stone cities. They are top-heavy creatures with wide mouths that open to reveal rows of tiny, sharp, white teeth and glistening purple tongues the size of small snakes. Kaillor had already been colonised by the Izrekt, a lizard-like species with sand-coloured scales, narrow bird-like faces and bright yellow eyes. Thousands of Izrekt were slaughtered by the Anthaurk before the signing of the Treaty of Yquatine, and the rest became refugees living elsewhere in the Minerva system, principally on Beatrix, Zolion and Yquatine. The Anthaurk continue to cause trouble for the other races, including attacks on the trade routes of the Adamanteans and the Luvians. Unless the Senate can calm the situation down, one hundred years of peace is likely to end in another war.

The two sentient races which were indigenous to the Minerva System prior to the arrival of the humans are the Rorclaavix and the Eldrig. The Rorclaavix are native to the sticky jungles of the planet Zolion. They are tiger-like humanoids, often clad in golden armour and jewellery, and flowing robes. Rorclaavix aren't particularly bright, but they mean well.

PLANETARY DATA: YQUATINE

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1 (Muath)

SENTIENT SPECIES: Humans, plus representatives of many other Minervan species

TECHNOLOGY LEVEL: 6

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The Adamanteans are a silicon-based race whose ancestors staked a claim to the then barren rock that would become Adamantine and which the Senate terraformed for them. Adamanteans are stout, barrel-shaped humanoids with bejewelled skin and silver eyes that glint from beneath glittering brows. Adamantine's gravity is half Earth standard, and Adamanteans have trouble with their joints and digestion when visiting Yquatine and other worlds with a similar gravity. Adamanteans are known to employ another silicon-based lifeform, the Ogri (see *The Fourth Doctor Sourcebook*), as bodyguards.

Luvia is a small world, almost totally inhabited by humans. The Luvians are seen by outsiders as old-fashioned and quaint, often dressing in clothes that look as if they come from Earth's distant past. There has been a coldness between the Luvians and the Anthaurk ever since the war, and the current raids on the Luvian trade routes have sharpened this to outright hatred. President Vargeld's predecessor, Ignatiev, was a particularly unpopular Luvian politician, who angered the Anthaurk almost to the point of war.

The crystal caverns of the planet Ixtrice are home to the Ixtricate, perhaps the most bizarre of the system's many races. They are a combined crystalline gestalt of the Krotons, the Rhotons and another, unidentified crystalline species. An Ixtricate manifests as a silver-grey diamond shape rotating slowly in a self-generated field. They keep themselves almost totally aloof from Senate affairs, seeming only to keep a weather eye on things and rarely taking an active role.

The insect-dominated world of Chitis is ruled by the Kukutsi. They are a beetle-like people with black carapaces and a hive mind. Even their horseshoe-shaped chitinous ships, alive in some sense, are linked to the gestalt. Like the Ixtricate, the Kukutsi normally remain remote from the workings of the Senate.

Beatrix is the eighth planet, and is perhaps the least attractive one in the system. It is another human-dominated world, and is the system's industrial centre, home to the best-equipped spaceyards, the largest industrial concerns, the most intensive mining facilities, and innumerable factories churning out everything from weapons of mass destruction to radiation shielding. Beatrix also boasts the harshest penal institutions, a thriving black economy and a booming trade in prostitution and drugs. It is an ugly, brutal world, as if the beautiful, cultured Yquatine has spawned a twisted, black-hearted twin. The majority of the population live in Beatrix City, whose buildings are sunk into a crater left by an aeons-old meteor strike. Only the most expensive housing rises above the crater's lip.

The second race indigenous to the Minerva System is the Eldrig, a deer-like species of hooved, cervine quadrupeds who live on the endless ice plains of the planet Oomingmak. Eldrig are beautiful creatures with dun hides and antlers they decorate with jewels. They believe in the prophesies of their ancestors, laid down when their world was young, and that there is a pattern to everything, with nothing happening just by chance. Like the Rorclaavix,

the Eldrig have benefitted from the advances that colonisation has brought while keeping their cultures intact thanks to the provisions of the Treaty.

The only uninhabited planet in the system is also the largest. Xaxdool is a gas giant and has been subject to endless surveys and tests. Elsewhere, dozens of other races may be found throughout the system, including Draconians, Ogri and blue-skinned Ikapi.

ADAMANTEAN RACE PACKAGE

Cost: 3 points

Attributes: Coordination -1 (-1), Strength +3 (+3)

Traits: Alien (+2), Alien Appearance (-2), Armour (Major) (+2), Weakness (Minor: -2 penalty on physical rolls in Earth-standard gravity) (-1)

ANTHAURK RACE PACKAGE

Cost: 3 points

Attributes: Strength +2 (+2)

Traits: Alien (+2), Alien Appearance (-2), Argumentative (-1), Fear Factor 1 (+1), Tough (+1)

ELDRIG RACE PACKAGE

Cost: 4 points

Attributes: Awareness +1 (+1), Strength +1 (+1)

Traits: Additional Limbs (Legs) (+1), Alien (+2), Alien Appearance (-2), Environmental (Minor: Cold) (+1)

IXTRICITE RACE PACKAGE

Cost: 4 points

Attributes: Coordination -1 (-1), Presence -1 (-1), Strength +2 (+2)

Traits: Alien (+2), Alien Appearance (-2), Armour (Minor) (+1), Flight (Minor) (+1), Networked (Major) (+2)

IZREKT RACE PACKAGE

Cost: 0 points

Attributes: Coordination +1 (+1)

Traits: Alien (+2), Alien Appearance (-2), Marginalised (-1)

KUKUTSI RACE PACKAGE

Cost: 2 points

Attributes: Presence -1 (-1)

Traits: Alien (+2), Alien Appearance (-2), Armour (Minor) (+1), Networked (Major) (+2)

RORCLAAVIX RACE PACKAGE

Cost: 1 point

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

Traits: Alien (+2), Alien Appearance (-2), Impulsive (-1), Natural Weapons (Minor: Claws) (+1), Tough (+1)

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

The Naryshkin Institute was established at the beginning of the 21st Century in an old castle in the remote Siberian wilderness. Officially, the Russian government sponsors the Institute, but they depend on funding from a wealthy benefactor, Maxwell Curtis (see V101). Curtis pays the government and some of that money is passed on to the Institute as a grant, while the rest just disappears.

The Institute is run by scientist Vladimir Naryshkin and a small team covering several disciplines: quantum and particle physics, cosmology, optics, geology. Their purpose is to create an optical black hole. There is a theory that black holes were all created at the Big Bang and that all the matter that will one day collapse into a black hole is potentially all around us, just waiting for it to happen. It's this theory that led to the Institute being set up, why Maxwell Curtis has been so keen to fund it, and why he is so desperate for them to discover how to create a black hole.

Siberia covers five million square miles and has a population only about two-thirds that of Britain. The only practical way to reach the Institute is by air, and a frozen stretch of road is used as a short airstrip. The Institute itself is impressive. Concrete and glass jut out from the remains of the medieval castle, the new building seemingly grafted on to the old in the same way as the old was grafted on to its rocky hill. Apart from the snaking road standing dark against the light covering of frost and snow, there is no other sign of civilisation. It's cold, even inside the Institute. The personnel wear standard-issue thermal suits. They're basically jumpsuits, but made from a material that's both thin and warm.

The Institute is guarded by twenty soldiers from Russia's special forces. In theory, they're here to get used to a cold weather environment, but they don't really appreciate the assignment. The soldiers have their own barracks in the Institute, with their own kitchen and facilities.

The focus of the scientific work is in the steel-lined Cold Room, which is freezing even when wearing parkas on top of the thermal suits. Fortunately, once everything is set up, the scientists monitor progress from a gallery. It's in the Cold Room's centrifuges that they're trying to create an optical black hole by slowing light to the point where they can suck it into a vortex. The best medium they've found so far to create the vortex is a spinning bath of rubidium atoms kept at 100° centigrade. But they then need to slow the light to about eight metres per second, meaning that the vortex will need to spin at around three hundred metres per second. Tricky, but hopefully not impossible. They'll know they've succeeded when they detect Hawking radiation.

There are two odd things at the Institute. Even odder than the attempts to create a black hole. Firstly, the castle has a ghost. Everyone has seen it and talks about it as a matter of fact. It appears to be a man in furs outside the Cold Room. He walks along the corridor and disappears through the door. This is George Williamson (see A50), a geologist who disappeared on an expedition in the region in 1894 and was transformed into an immaterial ghost by being trapped in an envelope of time.

Secondly, an ice-cavern has been discovered beneath the Institute, within the walls of which flames can be seen burning (see V13). The ice is not melting and has some very unusual properties: the light within it is from a distant o-region of space and moves slower than standard light, with the ice slowing it down even further. Which is a huge coincidence considering that it's exactly the properties needed for the black hole experiments. Except that coincidence has nothing to do with it.

Maxwell Curtis, the benefactor funding the Institute, is slowly turning into a black hole. The nascent molecules for this to happen must have been in his head. At first, the transformation was gradual. Curtis could draw matter towards him, feel himself getting slowly heavier over the years. But he could keep it in check. Now, the process is accelerating, and Maxwell has funded the Institute to create a black hole in the hope that it will help find a way to reverse his condition.

Somebody must have told Maxwell Curtis about the ice-cave and its properties, and he in turn directed that the Institute should be located in the castle. That somebody was Sabbath (see V122), who has his own plans for the Institute's work, plans that involve sending Curtis back to Time Zero, to reduce the universe's alternative timelines into a single definitive reality.

TIME ZERO

Time Zero is the time before Event One, before the creation of all the matter in the universe. Sabbath intends that Maxwell Curtis will travel back to Time Zero, the event on which all future events depend, and that the energy of his black hole will spill forward through time, maybe even kick-starting the Big Bang, leaving only a single timeline and preventing all the alternatives from having existed. This is the plan of Sabbath's secret masters.

Except Sabbath has it wrong. The energy will mean that Time Zero will be extended to the present day, to the point where Curtis enters the time envelope. But the weight of Curtis's presence will distort space-time and cause all the alternative timelines to intersect and merge rather than ceasing to exist. All the quantum universes will overlap, either as phantoms or as physical manifestations, and the multiverse will be plunged into eternal chaos!

NEW JUPITER *(EarthWorld)*

Although the technology is different, in a lot of other ways the planet of New Jupiter in the far future is not that different to that of 21st Century Earth. Its society is fairly impersonal, with the welfare of a few being more important than that of the masses, though the few preach the opposite. Those in power are tolerated rather than respected by most citizens. But even when the people disapprove of something, only a few actually do anything about it. A reasonable percentage of New Jupitans believe that Earth is revered too much, moan about it a bit in bars and think it's a bit much that Earth doesn't even send them the odd aid package to help with the current recession.

If they had to choose, most people would be happy to commit to the New Jupitan culture rather than keep harking back to old Earth all the time as the President decrees. But no one is forcing them to choose, so they merrily plod along on their own sweet way and abide by the President's rules. There have been a few more rumblings than usual lately, and the possibility of rebellion was even in the air for a while. But the President's agreement with Earth Heritage to open an EarthWorld theme park (see L39)

on New Jupiter, and the promise of the revenue that would bring, has settled things down again.

President John F. Hoover (it's the presidential F and doesn't stand for anything) is descended from the leader of the first colony as the presidency is a hereditary position. The crown must stay with

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: New Jupitans (humans)

TECHNOLOGY LEVEL: 7

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those appointed by Earth to rule, and Hoover cannot risk it falling into the hands of the un-Earthly masses. The President is really into the whole Earth thing. The New Jupitans' ancestors came from Earth, and therefore they're spiritually Earthlings according to him. New Jupitans are made to feel second class due to them being born a few hundred thousand light years away from their spiritual home. Hoover isn't saying that he's better than the rest of his people. Just that they're all inferior to those born on Earth.

There is some resistance to the "Earth supremacy" view, in the form of ANJI, the Association for New Jupitan Independence, whose members want to cut the ties with Earth. They see EarthWorld as another profit-making enterprise for Earth Heritage, which totally ignores the fact that New Jupiter has heritage of its own but doesn't even have a small side-street museum to commemorate it. But ANJI is very low key, lacking in numbers and resources, and is therefore unlikely to actually achieve anything.

The early settlers on New Jupiter used androids for heavy work when they first arrived, and some of the senior families brought humanoid replicants with them as servants. This tradition has continued down the generations, and robotics is one of the technologies that New Jupiter remains proficient in.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There has been some concern about the presidential succession since the death of Hoover's wife, Elizabethan, and the rumours that their children, Asia, Africa and Antarctica, may be insane. The princesses are identical triplets, each having bobbed blonde hair and blue eyes. The only way to tell them apart is by the colours of their dresses: Asia's is blue, Africa's is orange and Antarctica's is green. The three are highly gifted in their technical knowledge, said to have been inherited from their mother, a prominent geneticist, but actually taught to them by the President's chief technician, Hanstrum.

Elizabethan spent years in confinement trying to bear her husband a child, as is the custom on New Jupiter. But an heir to the presidential throne failed to materialise. Realising that it was her husband who was impotent rather than her, Elizabethan secretly tried to impregnate herself using genetic samples from Hanstrum. But she made a mistake and split a single child into three, resulting in each of the triplets having an incomplete and unstable personality. When Elizabethan threatened to confess what she had done to her husband, Hanstrum tried to murder her but staged it to seem as if the princesses had killed her. Elizabethan survived the attempt but has been in a coma ever since, and the President has had the princesses confined to the palace, to prevent the public learning of their insanity. Even the princesses have started to believe they killed their mother, though their memories of the event are hazy.

The princesses are at least as obsessed with Earth as the President. Although they are not permitted to visit EarthWorld, now nearing its grand opening, they have been allowed to design the androids that populate it, including creating a number of replicas of

ASIA, AFRICA & ANTARCTICA

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

SKILLS

Athletics 2, Convince 1, Knowledge 2, Science 3, Technology 5 (AoE: Robotics)

TRAITS

Attractive
Distinctive
Eccentric (Major) – Sweet but psychotic
Obsession (Major) – Earth culture and history
Technically Adept

TECH LEVEL: 7

STORY POINTS: 4

THE ROBOT PRINCESSES

The android duplicates have been programmed with the memories and personalities of the original princesses. They have the same stats as the originals, but with the addition of the Machine and Robot Traits.

themselves. Secretly though, the princesses in the palace are now a trio of robotic copies, while the genuine girls have escaped into the theme park and have been using the android exhibits to kill the early visitors, such as competition winners who have won the opportunity to visit EarthWorld before its official opening.

As it stands at the moment, if President Hoover doesn't have any other children by another wife, the insane princesses will inherit the throne of New Jupiter. But Hanstrum is trying to manipulate events to ensure that either Hoover names him as his successor instead, or the princesses allow him to rule as their regent. He is prepared to kill anyone to achieve his aims.

OBLIVION (*Oblivion*)

The old name of the planet now known as Oblivion has long been forgotten. Its surface is covered in the ruins of once great cities, in which bands of ragged scavengers struggle to survive, having been reduced to cannibalism. The only concentration of civilisation is within the walls of a palace of alien design rising within the ruins of the largest of the lost cities.

Oblivion is the birthplace of Destrii (see A5). Within the palace is the court of Destrii's mother, the tyrannical Matriax Scalamanthia. Although the servants are human, Scalamanthia and her nobles are all beast-men. There are creatures with the heads of apes, lions, birds, frogs, fish and a hundred other animals. The court of the Matriax is a brutal place. Destrii herself suffered a life of cruelty, forced into harsh training in gladiatorial combat and punished by the Matriax for the slightest perceived failing. It is no wonder she wanted to escape.

The ultimate punishment for anyone displeasing Scalamanthia is carried out by the twins Heliath and Hassana, energy beings who always appear holding hands. They defer to the authority of the Matriax and are capable of blasting a transgressor into atoms.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Oblivion was once a grand and noble place, but one in which the ruling houses made war on one another. Then certain weapons were created which attacked the flesh from within. A plague spread across the globe. It mutated the mind, bringing madness, coma and finally death.

It was believed that the plague would die out when the last of its victims perished. So the capital city of the greatest empire of Oblivion was sealed off with only the royal elite and their most valued servants safely preserved within. They expected to be there for a year at most. One month later, a ball was held in the palace, and everyone came wearing the mask of an animal. But as midnight tolled, they fell about in agony. Their skin writhed beneath the masks as their molecular structures were reshaped by a psychokinetic pulse. In an instant, they became half-human, half-beasts.

It transpired that most of the plague victims had not died. They emerged from their comas, their minds expanded and joined together. They were now the Horde, ten million minds all linked. They were filled with tremendous grief and anger, but they were childlike and playful. They wished to be entertained. So they

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mainly Land

ATMOSPHERE: Earth-like

CLIMATE: Temperate

SATELLITES: 3

SENTIENT SPECIES: Oblivioners, The Horde

TECHNOLOGY LEVEL: 7

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sealed the remains of the capital within an impenetrable dome of psychic energy and they forced the mutated nobles to arrange gladiatorial combats.

If the Horde are opposed, they can manifest, all ten million of them, all holding hands in the most powerful gestalt in the universe, pooling their minds to be able to destroy the palace, Oblivion and everyone on it. Nothing could stop them.

The Horde have been fixated on the Matriax, some vestige of their former selves having left them deferential to her. If she were to die, they would be like an insect colony without a queen: supremely powerful but with no intelligent direction. But the gladiatorial games have allowed them to select her successor: the Matriax's daughter, the Primatrix Incarnate Destrii, who will be transformed into one of their own if her mother dies.

SCALAMANTHIA



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

SKILLS

Convince 4, Fighting 1, Knowledge 2

TRAITS

Alien
Alien Appearance
Argumentative
Authority (Major)
Tough

TECH LEVEL: 7

STORY POINTS: 6

HORDE



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

SKILLS

Convince 3, Marksman 1, Subterfuge 3, Technology 2

TRAITS

Alien
Alien Appearance
Dependency (Minor) – The Horde's powers are dependent on maintaining physical contact with at least one other member. If that is lost, a Horde member temporarily loses all Traits other than Alien, Alien Appearance and Dependency.
Flight (Major)
Forcefield (Major)
Gestalt – see *The Fourth Doctor Expanded Universe Sourcebook*
Natural Weapon (Major) – Molecular Disintegration: L(4/L/L) damage, ignores any damage reduction such as Armour, Forcefield and Tough
Networked (Major)
Psychic
Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*
Telekinesis
Telepathy

TECH LEVEL: 7

STORY POINTS: 3-5

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THE OBLVERSE *(The Blue Angel)*

It seems that we've come to another topic on which our regular writers are unwilling to provide definitive information. We've therefore turned once again to Ms Iris Wildthyme (see A58), qualified as she is to document the Obverse... we hope.

Hello, chucks. It's me again, here to shed a bit of light on one of the least understood phenomena in the whole wide multiverse. Not even the Doctor understands what it is. Well, sit back and let me tell you. The Obverse is a mysterious region in which time and space are not only not one, but never have been and never will be. They're barely on speaking terms. Can't abide each other!

How do I know this? Simple: the Obverse is my home. Oh, the Doctor might think I'm a Time Lady from Gallifrey, and I must admit I've strung him along a bit. But that's not it at all. No, I'm from the Clockworks, the oldest civilisation in the whole multiverse, and one that exists inside the Obverse. When I was a girl, I lived with my aunties in the mountains south of the Clockworks' city. Or was it in the slums? Ooh, it's such a long time ago now, and there's been a lot of bubbly under the bridge!

Anyway, the Clockworks is a place of reason and logic maintained by my people. They watch and record everything from the safety of Saga City. Oh, but they're a rotten lot. Rotten to the core! Which is why I upped and left. They tried to follow me, of course, and I heard that a few of them ended up staying on Hyspero (see L56) for a while, waiting for me to return.

I know that Faction Paradox (see V50) lot don't have a good word to say about the Obverse. According to them, it's "a temporal boil on the poisoned flesh of the cosmos". They think it's a region of spacetime which has degenerated into chaos, warping and changing to a point where it's become a rival universe, linked by a series of time corridors via the Enclave (see L41). Do me a favour! If that's true, I bet it was Faction Paradox themselves that caused it with their tinkering with the Doctor's history. Changing the timelines and stretching them across the universe, making them more malleable and uncertain!

The thing is, things can happen in the Obverse that don't make sense in this universe. Things that contravene the laws of physics, upend cause and effect, and cock a snook at polite society. Things happen in the Obverse that not only throw continuity out of the window, but smash the window with a toffee hammer and chuck that out as well! In which case, which is correct? Which has the right of way? The universe or the Obverse? The Clockworks might sound like the Time Lords, but which came first? Which is the copy? Neither. Or both. Depends on how you look at it. It boils down to them both being real in their own right.

So me and the Doctor, we're both as important as each other. It's been said that I'm supplanting the Doctor's life and memories. But it could just as well be that my glamorous and sexy sorties in time and space are being replaced by the Doctor's as a kind of series of adventure stories for kids. Not that he'd admit it!

The Obverse is joined to this universe by a pocket galaxy called the Enclave and its time corridors. There's also a ringpull of the type that's sometimes used to seal off unwanted bits of the cosmos (see The Fifth Doctor Expanded Universe Sourcebook). It's hidden in a cupboard on a space station in orbit around Hyspero, and it opens a portal into the Obverse. But the Enclave is the main way in. It's a little cul-de-sac of a place. Not worth bothering with really, except that its time corridors are fashioned from Obverse physics. They've been imported into this universe with no licence of any kind, and they could have a profound effect on the physics here. All told, I reckon the Obverse should have remained a secret.

Of course, all this means that the Doctor has a hankering to see the Obverse for himself. He just can't bear to leave a story unfinished, still less a universe unexplored.

Now, I reckon that's cleared the Obverse up for you lot. Well, no it's a right bugger's muddle, truth be told. But it's the best you're getting from me! Any questions, stick 'em on a postcard addressed to the Clockworks and see what they come up with. Ta-ra, luvvies!

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OPHIDIUS (*Ophidius, Uroboros*)

While the TARDIS was drifting in the heart of the Andralis Nebula, with nothing but cosmic gas for half a dozen light years in any direction, it was unexpectedly swallowed by the gigantic serpentine biomechanism known as Ophidius. Ophidius didn't even register on the TARDIS's sensors and, once it was within the giant creature's maw, a power dampening field prevented the ship from dematerialising again. Even its scanners were rendered inoperable.

Ophidius is a techno-organism designed to kidnap spacecraft and is able to swallow them whole in jaws the size of Regent's Park. Inside it, there is an entire artificial environment consisting of a bizarre alien jungle. It has an Earth-like atmosphere, and the serpent's rotation means that there is a constant gravity at any angle of the interior. Within the entrance to this environment is a veritable ship's graveyard, with all manner of derelict spacecraft.

There is a wide variety of alien lifeforms within the interior environment of Ophidius, all of them non-sentient and most of them aggressive predators. The most dangerous are the Mobox, heavily armoured quadrupeds which shoot beams of isotetic energy from their mouths, capable of disintegrating anything. Among the few species that can challenge the Mobox are the Seeonkas, large insectoid-creatures with ragged wings, which use ultrasonic shrieks as a weapon.

Beneath the surface of the artificial environment, and accessible only if a breach is discovered, are miles of tunnels, like Ophidius' veins. The jungle creatures don't venture here and they are home only to servicer drones, robotic spiders the size of a human hand,

which are programmed to repair any damage. Like Ophidius itself, they are biomechanical in nature, half-built and half-grown.

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

The secret of Ophidius' nature lists within a spherical control centre which hangs in the artificial environment like a giant floating eyeball watching everything. Within are Ophidius' creators, the Ophidians. These are thin, unhealthy-looking humanoids with enlarged, veiny craniums. The Ophidians are nearing extinction as their race has become disease-ridden and their seed is depleted. They constructed a living computer called Gorolith to devise a means for their survival.

Gorolith is an enormous, lined face on a circular screen at the heart of Ophidius' systems. It has designed the Reciprocator, with which the Ophidians can swap their minds into

the bodies of other species and so give their race a new beginning. Ophidius was built to enable the Ophidians to capture examples of other species. They then use a process of psionic amplification to regress the minds of their captures and reduce them to animals of pure instinct, in order to pit them against each other and select the optimum vessels for the Ophidians' minds.

As well as observing their experiment from within the central control chamber, Ophidians with the rank of Beholder venture out undetected. They ride in Iso-Temporal Chairs which function as a time-cloak, generating a vibratory field that places their operators a nanosecond in the future, rendering them invisible and intangible.

So far, the Mobox have been determined as the best candidates and a number of Ophidian minds are already within Mobox bodies. A detailed entry on the sentient Mobox, complete with stats, will be included in a future sourcebook. In the meantime, stats for the regressed Mobox are provided here.

After the Doctor thwarted the Ophidians' plan, the survivors were enslaved by the Mobox, who took control of Ophidius once Gorolith was destroyed. The Mobox piloted the ship to their homeworld, mooring it within the atmosphere for repairs, and attempted to reprogram its integrated processing core, Ophidius' brain. This is dangerous work, and if its autonomic defence systems are triggered, Ophidius will awake, angry and wanting revenge on those who enslaved it. If left unchecked, it will burn entire worlds.

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OPHIDIUS



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	50*

*Ophidius automatically wins any contests of Strength with anything smaller than Colossal.

SKILLS

Athletics 4, Fighting 3, Marksman 4

TRAITS

Alien

Alien Appearance

Armour (15 points)

Block Scan – see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*

Cyborg

Enslaved

Environmental (Minor) – Able to survive in the vacuum of space

Fast (Major)

Fear Factor 2

Flight (Major) – Including interstellar capability

Gulp! – Ophidius can swallow any object which is smaller than Colossal

Natural Weapon (Major) – Heavy Lasers: 15(8/15/22) damage

Size – Colossal

Special – Energy Drain: Ophidius can suck energy from any ships it swallows, disabling them

Special – Internal World: Ophidius contains an entire artificial ecosystem within it

TECH LEVEL: 7

STORY POINTS: 6

GOROLITH

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

Skills: Convince 1, Knowledge 4, Medicine 3, Science 4, Technology 5, Transport 3

Traits: Control (Special: Gorolith has complete control over Ophidius and its systems), Machine, Robot, Slow (Major: Immobile), Technically Adept

Tech Level: 7

Story Points: 4

OPHIDIAN

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

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

Traits: Alien, Alien Appearance, Technically Adept, Weakness (Major: The Ophidians are vulnerable to disease and have a -4 penalty on all rolls to resist infection)

Tech Level: 7

Story Points: 2-4

ISO-TEMPORAL CHAIR [Special Gadget]

Traits: Flight (Minor), Immaterial (Special Good), Invisible (Special Good), Scan

Cost: 8 points

RECIPROCATOR [Special Gadget]

Traits: Mind Transference (Advanced) – see *The Sixth Doctor Expanded Universe Sourcebook*

Cost: 4 points

MOBOX (REGRESSED)

Attributes: Strength 8, Coordination 2, Awareness 3

Skills: Athletics 2, Fighting 3, Marksman 3, Survival 4

Traits: Alien, Alien Appearance, Armour (5 points), Delete (Special: The Mobox's Isotetic Energy Beams can disintegrate anything they hit, including living creatures), Frenzy

Story Points: 1-2

SEEONHA

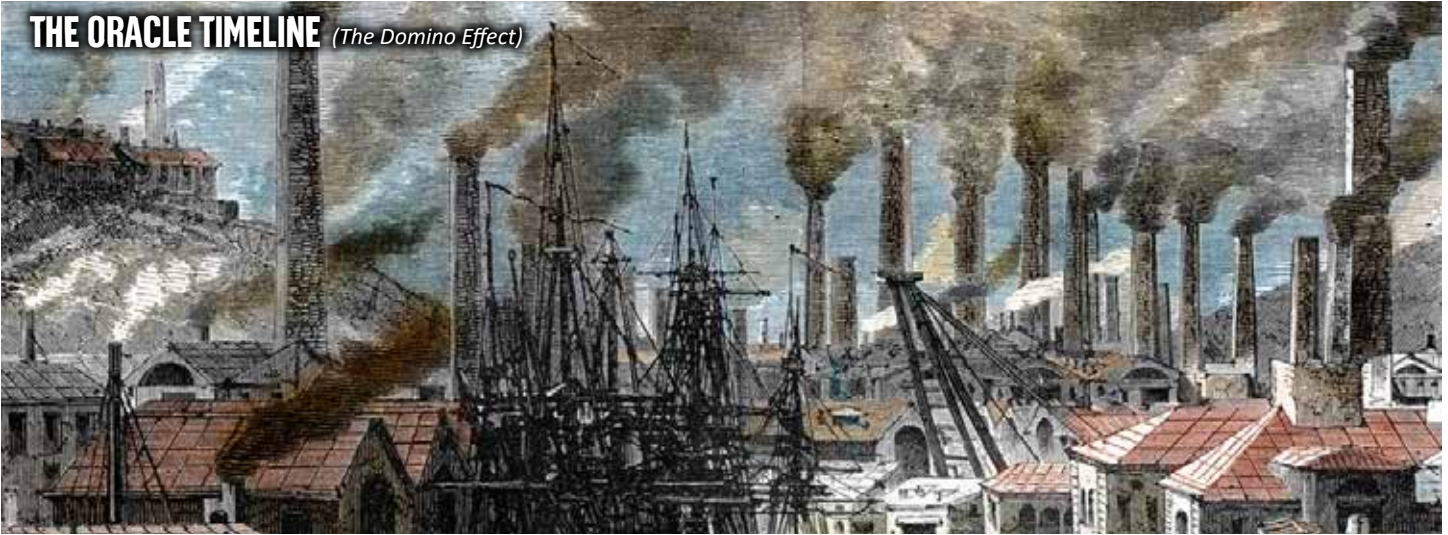
Attributes: Strength 4, Coordination 4, Awareness 4

Skills: Athletics 4, Fighting 2, Marksman 3, Survival 4

Traits: Alien, Alien Appearance, Flight (Major), Natural Weapon (Major: Ultrasonic Shriek – 7(3/7/10) damage), Tough

Story Points: 1-2

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THE ORACLE TIMELINE *(The Domino Effect)*

In 1819, Charles Babbage and John Herschel are murdered before they can develop their idea for a calculating engine. In 1884, Herman Hollerith's prototype calculating machine is smashed to pieces and he is arrested for the murder of his wife. In 1936, Alan Turing is arrested in the interests of state security and remains a prisoner for the rest of his life. In 1941, Konrad Zuse's work on a new cypher machine for the Nazis is destroyed in an Allied bombing mission. These events and others have held back technological progress. In 2003, the Britain of this alternative timeline is still in an industrial age without computers or space flight and is more than half a century behind where its development should have reached.

In this timeline, the British Empire hasn't ended. Britain hasn't yet adopted decimal currency. Women are second-class citizens. Multiculturalism hasn't happened. Most Britons, those who haven't travelled abroad, haven't met a non-white person and, as a result, casual racism is widespread.

The Great Britain of this world is secretly ruled by the Star Chamber. It has a government and a prime minister (in the person of Daniel Merrell since the general election of 1994). But the Prime Minister reports to the Star Chamber, a cabal which runs the country from behind the scenes. It is they who determine the government's policies and dictate the laws which are to be enacted. The public doesn't know the Star Chamber even exists, but it controls everything and everyone in Britain and its colonies.

A place on the Star Chamber is a job for life, death offering the only retirement and an opportunity for a new member to be appointed. There are five members of the Star Chamber at any one time. In 2003, these are: Elswit, a hunched and bitter man of seventy; Harris, the newest member, and the youngest by some years at just fifty-two; silver-haired and cunning Arnold; obese Bridges; and the leader, known as the Pentarch. The Pentarch's back is straight and strong despite his years. His face is inquisitive, with a black moustache and greying hair. Unlike the others, his background is military intelligence rather than the more customary Security Service. But he has proved to be an able member during his many years as one of the five, shrewd and cunning, and a

ruthless leader since taking charge three years ago. The Doctor would recognise the Pentarch as this timeline's version of his old friend Alistair Gordon Lethbridge-Stewart (see A2).

By 2003, Britain and its Empire are little short of a police state, and the rest of the world is following suit. The laws are draconian and the police are armed. There is a resistance group dedicated to bringing the regime down (see A36), but it is pitifully small and under-resourced. They have heard rumours of the existence of the Star Chamber and of something called the Turing Shroud, which is somehow the key to the Chamber's power. The Shroud is supposedly held in the Tower of London. But the resistance is unsure whether the rumours are true or just the bait for a trap for them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1732, the man the Doctor would know as Sabbath underwent his initiation into what was then called the Secret Service, a ritual which involved being thrown shackled and weighted into the Thames. In our timeline, Sabbath (see V122) was rescued by a creature he called the Leviathan. In this timeline, he encountered the Oracle and became its servant.

The Oracle appears to be nothing more than a small child. But it is a creature from the Vortex, and its true form is terrifying and unearthly. The Oracle showed this timeline's version of Sabbath the future. It foresaw a terrible cataclysm. An infinite number of universes and realities exist, all held in check by the Vortex. Beyond the Vortex are creatures too terrifying to imagine. Long ago, the Oracle was one of them. But something has changed and the places beyond the Vortex have been invaded. Now the Vortex is coming apart, fraying at the edges as a result of our Sabbath's actions at the Naryshkin Institute (see L73) and on Selonart (see L87). Whatever once sustained it has been removed from eternity. Time and reality are splintering. When the Vortex collapses, all of time and space will be shattered. Infinite universes will try to replace each other, and what waits beyond the Vortex will invade, feeding on time and space as if they were carrion. That is why the Oracle, driven from its domain, has come to this version of Earth,

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to make this world its own.

The Sabbath of this timeline, older and thinner than the one familiar to the Doctor, now serves the Oracle as its adjutant, using the name Rameau ("branch" in French). He is the servant of the Oracle and the agency by which the Star Chamber's commands are communicated to the Government. Ironically, by serving the Oracle, he is working contrary to the plans of the Sabbath of our timeline, who serves the entities which have invaded the Vortex and driven the Oracle out.

THE ORACLE



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

SKILLS

Athletics 2, Convince 5, Fighting 3, Knowledge 6, Science 1, Survival 4, Technology 2

TRAITS

Alien
Alien Appearance
Clairvoyance
Environmental (Major)
Fear Factor 3
Feel the Turn of the Universe
Frenzy
Immortal (Major)
Natural Weapon (Minor) – Razor Claws: Strength +2, Armour Piercing (ignores the first 5 points of Armour)
Precognition
Psychic
Shapeshift (Special)
Telepathy
Tough
Vortex

TECH LEVEL: 11

STORY POINTS: 8

THE PENTARCH



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

SKILLS

Athletics 2, Convince 5, Fighting 2, Knowledge 4 (AoEs: Military Intelligence, The British Government), Marksman 3, Medicine 1, Science 1, Subterfuge 3, Survival 3 Technology 1, Transport 3

TRAITS

Authority (Major)
Brave
Experienced
Five Rounds Rapid
Indomitable
Jingoist
Obligation (Major) – The Oracle
Prejudice (Major) – Anyone not white and British
Ruthless (Minor)
Slow
Tough
Voice of Authority

TECH LEVEL: 4

STORY POINTS: 9

The Turing Shroud does exist. It is a schematic drawn by Alan Turing (see A23) of a universal machine. Turing was arrested and his diagram seized in 1936. This was one of the interventions the Oracle decreed, to cause ripples in time, gradually creating the conditions for a focal point that, when triggered, will collapse and fold itself around this Earth, shielding the planet from the fracturing of the Vortex and the horrors that will unleash. Alan Turing is the trigger, the reason he was imprisoned but not killed. In 2003, he is an old man, still alive and a prisoner of the state. The Oracle has decreed that with the right conditions now in place, the energy released from Turing's death will ensure the Earth will be safe for all eternity.

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PARADOST *(The Glorious Dead)*

Hello. I am Jynx, an expositor of the Seventh Apex. I bid you welcome to the Mnemonic Archive of Paradost. As you have likely guessed, the planet Paradost is named after its central city, this sprawling metropolis that stretches across the horizon. Aesthetically striking, Paradost's buildings take the form of gleaming metal buildings in abstract designs amid stretches of clear domes.

Paradost is a grand planetary museum, established to celebrate life as experienced by over a million sentient species. Visitors enjoy a fully regulated environment and advanced technology donated by a gigantic alliance of worlds. This diversity is evident in the patrons of the planet; even with thousands packed into grand public spaces, virtually every other guest is a different species.

Paradost achieves its goal of exhibiting life by means of technology designed to display memories. Please feel free to make use of our Mnemonic Crystals; simply touching one relaxes your mind and vibrantly presents long-forgotten memories with an outwardly-projected display. Countless artistic, scientific and religious achievements are on visual display through our domes, or "memory hives", spread across the biosphere. Personal achievements are

also stored, donated by patrons who wish to share their greatest emotional triumphs and failures, with the hope that others may learn from them. This includes both minor personal events, and those of building great technology and creating renowned works of art.

As the planet is protected by thousands of star-faring worlds, few would be foolish enough to invade or attack Paradost. They would be crushed in a single day without some kind of technology that could rival that coalition. The native Paladrostian militia is made up of turtle-like cyborgs on flying vehicles, but their lack of experience might make them useless in a real emergency.

Paradost is incredibly advanced, even by the standards of this remarkable part of the universe. Millions of hyper-transit tunnels underneath the surface make moving across the planet easy. Even the weather is controlled via an environmental impulsive web in the upper atmosphere, controlled from a base near the snowy equator.

Oh, you wish to know more about myself? We expositors are literally bred for the sake of explaining Paradost. But don't take this to assume we're anything other than employees. Our manta-ray like bodies make it comfortable for a few humanoids to sit atop us for transportation, a feat made easier by our gravity-denial fields. When in use, these fields take a form resembling floating polka-dots. A group of Cybermen could ride atop me with ease!

Our appearance and function often make visitors assume we are merely non-sapient creatures akin to livestock, an assumption quickly dispelled. As beings made to explain things to others, being presented with things outside our experience can be... upsetting. We prefer our lives to be as unexciting as possible. Would you like me to take you to one of our upcoming presentations? It should be fairly uneventful; our guests of honour are the Church of the Glorious Dead [see V81].

EXPOSITOR

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

Skills: Athletics 5 (AoE: Flight), Convince 1, Knowledge 5 (AoE: Paradost), Medicine 1, Science 2, Subterfuge 1, Survival 1, Technology 2, Transport 3

Traits: Alien, Alien Appearance, Flight (Major), Innocent, Obligation (Minor: Paradost), Sense of Direction, Size – Huge (Minor), Special – Gravity-Denial Field (Expositors generate small fields localised to their bodies that manipulate the laws of gravity and allowing them to carry small groups of people), Unadventurous (Minor)

Tech Level: 7

Story Points: 3-5

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: Archipeligopolis

ATMOSPHERE: Thick Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Expositors, countless others

TECHNOLOGY LEVEL: 7

PARATRACTIS (*Genocide*)

Paratractis is a beautiful blue-green planet in the western spiral arm of the Milky Way. It has vast oceans and seven continents with a variety of environments, from rainforests to grasslands, and from icecaps to deserts. It is the planet of a horse-like people called Tractites (see *V142*). But a human would also recognise Paratractis as the Earth.

Paratractis is the Earth in an alternative timeline, one in which the planet was colonised by the Tractites before the evolution of mankind. In our universe, the Tractites' home-world of Tractis had been forcibly annexed by the Earth Empire and the Tractites almost wiped out when they resisted. A small group of survivors discovered a time tree (see *G21*) and travelled back into prehistory to settle on Earth, creating a parallel timeline in which humanity never existed.

By the time the Doctor, Sam and Jo visited Paratractis, the Tractites of this world do not remember their own origins as the descendants of refugees from our timeline. They have records going back thousands of generations, and there are even Tractite fossils on Paratractis. But they understand that Tractites evolved on Tractis rather than Paratractis, and there are a number of theories about this. One is that their civilisation on Tractis was overrun after seeding the colony on Paratractis and later rebuilt itself. Another involves time travel, but it's not widely accepted as it's seen as paradoxical.

Paratractis is a peaceful world. Its cities are beautiful. Their buildings are like misted glass eggs several storeys high and illuminated from within, flowing into and around each other like clouds of bubbles in water. Paths between them glitter, showing tiny fragments of colour: pale blue, lavender, silver and gold. The air itself smells like a summer garden, sweet grass and soil and flowers.

The Tractites here are peaceful but there is a more martial element than in our timeline. They have warriors who wear a kind of body armour, black and gleaming like angry beetles, and

they are armed with powerful energy weapons. Any attempt to discover the true origins of Paratractis and, worse, to try to put the timeline back on its proper course, will be met with lethal resistance, *The Book of Keeping* tells the Tractites to do this.

The Book of Keeping talks of the Uncreator, a biped with pale skin who will arrive unexpectedly and know the Tractite language and ways. It says that he must be destroyed at once and without mercy, or everything that the Tractites have built on all of their worlds will cease to exist. Every Tractite city in the galaxy has a Watcher, entrusted to be on the lookout for the Uncreator.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The timeline in which Paratractis exists is unstable. It shouldn't exist at all. Paratractis and its entire history is a paradox, a series of impossibilities. The problem is that if this timeline collapses, it won't just disappear. It's too big for that. Instead, it will create a rift in the Vortex so huge that the whole fabric of reality will collapse, taking the multiverse with it.

The Doctor later discovered that the time tree the Tractites used to create the parallel timeline had been taken to Tractis by the I as one of their experiments.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Tractites

TECHNOLOGY LEVEL: 6

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In 2128, a colony ship from Earth arrived on Proxima 2. This was Earth's first colony beyond the Solar System, and the five thousand colonists are on their own. It will take another eight years for supra-light travel to become cheap enough to send a follow-up mission and begin galactic exploration. The colonists have taken a tremendous risk to get here and aren't expecting any help from Earth. They're on their own in humanity's first utterly alien environment.

The colonists are building their city on the coast of one of the planet's shallow seas. A couple of years after their arrival, the air is thick with dust from the constant construction work. The ship that brought the colonists here – all two and two-thirds kilometres of it – has been stripped down and is just a structure of bare, rusting bones standing alone in the spaceport. The hull was designed to be reusable to save cargo space, and the metal has been used to build the construction machinery. The materials for the buildings are a combination of universal concrete and the planet's own minerals.

Two hundred miles above the colony's city, POSSAT – the unmanned Proximan Orbital Satellite – monitors communications to and from Earth. It also carries a nuclear payload that can be launched to destroy all life on Proxima 2 as a last resort against any unexpected threat.

Proxima 2 is a tropical planet. Its days are short and hot; the nights long and warm. There are no birds on Proxima 2 and no aquatic life. In fact, there is no indigenous life at all other than a semi-sentient humanoid race of hairless rodents, which some of the humans derogatively call Rats. Which is rather odd. How can these Proximans have evolved with no food chain to support them?

The colonists have built their city right on top of the Proximans' nest, a series of tunnels which contain all sorts of building materials and equipment they have stolen, piled into strange organic shapes. The walls of the nest are covered in murals of spiral patterns. The Proximans are curious and capable of speech, but only seem to mimic whatever the humans say.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Proximans have a linked telepathic network. They are all that remains of the civilisation which once covered Proxima 2. Centuries ago, they designed the F'Seeta (see V49), a living defence mechanism to allow them to form a gestalt to protect themselves against any external threats. But the F'Seeta became

greedy and began to devour all organic life on the planet. The surviving Proximans were eventually able to stop it. Although they couldn't destroy it, they managed to contain it in a dormant state beneath the nearby mountains.

Now, a human expedition has woken the F'Seeta – the Face-Eater – and it has sent its shape-shifting servants to begin a killing spree in the city...

PROXIMAN



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

SKILLS

Athletics 3, Fighting 1, Survival 4

TRAITS

Alien
Alien Appearance
Marginalised
Networked (Major)
Psychic
Telepathy

TECH LEVEL: 1

STORY POINTS: 1-3

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mainly Land

ATMOSPHERE: Earth-like

CLIMATE: Hot

SATELLITES: 2

SENTIENT SPECIES: Human colonists

TECHNOLOGY LEVEL: 6 (humans), 1 (Proximans)

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THE RETREAT *(The Sleep of Reason)*

Located some miles from London, the institution formerly known as Mausolus House and latterly as the Retreat was originally built to be a Victorian workhouse. By 1903, it had been converted into a lunatic asylum; during the Second World War, it was briefly used as a base for the Home Guard; in the 1960s, a deal which would have seen it turned into flats fell through; and in 2004, it reopens as a psychiatric hospital. Over the decades, it has built up a reputation among local children for being haunted.

The main building is set square on gently ascending lawns amid wooded grounds. It is three storeys tall and resembles a demented castle from a twisted fairy tale. Its corners rise as stunted towers; its frontage of dark granite forms a crenelated archway pierced by huge windows. The cruciform main building is surrounded by a rectangle of outbuildings and stables. Ugly black walkways of cast iron link the various wings.

In 2004, a bare frame of primitive scaffolding against the rear of the place has become a permanent feature, locked into the bricks and mortar by thick ivy and calcification. The stables are unused, and there's a bricked-up window on the second floor of the main house that would have looked down on the formal gardens. Smoke billows from the east wing, where untidy metal pipes protrude from dirty brickwork and which houses the kitchens. An old cellar extends beneath the building.

The gravelled drive leading up to the great house is surrounded on all sides by vast hedges and sombre angelic statues that stare down at dry, unused fountains. The grounds contain a cottage, a beautiful Victorian confection, part gamekeeper's lodge, part fairy-tale chalet. There is also a chapel, though this was badly damaged by fire in 1903. It's still there in 2004, as is the crypt beneath, which contains a number of intact stone sarcophagi. A stone wall is intended to keep the world beyond out but is in need of repair, particularly the north section.

In 1903, when the place was still Mausolus House, it had been converted from workhouse to "mad house", as the locals termed it. The asylum's governor was Dr Thomas Christie, a progressive

man who had studied lunacy and its causes for many years. He was a recent replacement for his deceased predecessor, Mr Porter, a man who didn't try to treat the poor souls in his care and who turned a blind eye to abuse and corruption.

It was in 1903 that the mental stability of many of the House's inmates was disrupted by a series of strange incidents, starting with the disappearance of one of Dr Christie's wolfhounds and its reappearance as a monstrous dog with glowing eyes that haunted the woods. Death and madness followed, culminating in a fire that consumed the chapel, after which Mausolus House closed down.

One hundred years later, in 2004, the Retreat has recently opened under chief medical officer Dr Elizabeth Bartholomew and a newcomer, Dr John Smith. Before long, events seem to be repeating themselves when a wolfhound belonging to a local from the nearby village disappears, only for it to reappear as a demonic hound lurking in the woods. The patients' mental health deteriorates as mysterious events occur, escalating into several deaths.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The events of 1903 and 2004 are both caused by alien entities known as the Sholem-Luz (see *V130*), who are attracted to negative emotional states and intend to use the asylum and later the hospital to fuel their reproductive cycle. In both time zones, they initially take control of a wolfhound, later extending their influence to some of the residents.

In 1903, the Sholem-Luz were only stopped when the fire that damaged the chapel consumed them before it could provide them with sufficient energy to create their seeds. But one seed survived and remained dormant until 2004, when the cycle starts again.

Dr John Smith is, of course, the Doctor. He was present during the events of 1903, having lured the Sholem-Luz from 2004 back there. But his TARDIS was still in 2004. After the defeat of the Sholem-Luz in 1903, he put himself in a state of suspended animation in one of the sarcophagi in the chapel's crypt, sleeping there until he awoke in 2004, after his earlier self had lured them back in time.

POSSESSED HOUND

Attributes: Strength 4, Coordination 3, Awareness 4

Skills: Athletics 3, Fighting 4, Subterfuge 3, Survival 5

Traits: Alien Senses (Tracking scent), Fear Factor 2, Infection (Anyone infected by the hound's bite becomes possessed by the Sholem-Luz), Keen Senses (Minor: Smell), Natural Weapon (Minor: Jaws: Strength +2 damage), Psychic, Tough, Weakness (Minor: If the hound detects happy thoughts in its prey, it must make a Difficulty 12 roll or be repelled; a Disastrous result means that it falls into a deep sleep)

Story Points: 4

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The planet Selonart is famed for the unique, friction-nullifying light water that covers its surface. When the molecules of this liquid are disturbed, they release a type of null energy, the overall effect of which is to significantly reduce the forces of drag and inertia. Towards the

end of the First Earth Empire, this world is the location of the Selonart Trans-Global Regatta, held every five years, when vast technological yachts are propelled at incredible speeds to race across the surface. It's an indulgent, boastful demonstration of power by Earth's ruthless multi-stellar corporations.

There isn't any land on Selonart, just a couple of basalt outcrops that form two stone towers. The human settlers named them Alpha Marina and Beta Marina. The former is where the main settlement has been built, while the latter is the location of the Governor's palace. Geologically, the towers are clearly artificial constructs, presumably built by a long-dead civilisation. But the humans haven't really paid them much attention.

There is no native life on Selonart, not even fish. Attempts to propagate some species into the light waters by the original Earth settlers were costly failures. So Selonart has remained quiet and calm, until the race comes and it becomes a very important, large, watery planet. At that time, the visitors far outnumber the natives, and those who can't afford the limited luxury accommodation on the artificial islands watch the race from the vantage point of the hundreds of satellites in orbit above.

By the time of the Fourteenth Regatta, the humans who live here are second generation Selonarts, their ancestors having arrived on the planet seventy years ago. The appearance of the Selonarts is unusual, having clumsy gaits, large angular heads and thick hands. In an empire where ugliness has been abolished, the Selonarts are considered grotesque and are referred to as Blockheads. Nevertheless, they are registered humans and are therefore citizens of the Empire, though they're often relegated to menial jobs.

The Selonarts are thoughtful and gentle, and they have developed an almost mystical affinity with the oceans. They seem to be able to sense the ocean currents. The off-worlders know of the Selonarts' mystical abilities, making them useful to the Regatta's competitors.

None more so than Bloom, the first – and so far only – third generation Selonart. Bloom's features are even more lumpen than the rest of his kind. He longs for more from his existence and feels trapped in his body, being discomfited by the knifelike angles and straight lines of the buildings in the Marinas. Bloom understands the water as though it were part of himself. He can

feel the difference between the pale water around the Marinas, tamed, thin and turquoise, placid and pleasant, and the thick, dark water of the ocean depths, dense as ink. He can sense the dark water moving like a huge blind submarine muscle, barging its way at breathless speed through the deep, angry and pitch-black.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Selonart is a gift from the race that terraformed it. They reached the limit of temporal existence and it was no longer enough for them. They were a thoughtful and gentle people, and they fulfilled their ultimate dream: to join directly with the universe yet retain their sense of self. To transcend even death; to know everything. That was what Selonart was built for, to allow that process to happen. It even prepares the way genetically for the body to cope with the new insights.

The two basalt outcrops aren't islands. They're antennae, the fossilised remains of raw matter that's suspended in the oceans, in the water that has been altered by quantum chronometry. The ancient race entered the caverns beneath the towers and bedded down, waiting for their physical forms to melt away, to enter infinity. The calculations, the timing, type and amount of energy required to start the process up again are immensely complicated, but they are possible with the right resources. Sabbath has come to Selonart to do just that, to gain control over infinity.

The raw matter in the oceans can be made to crystallise, forming expanding "timebergs" within which all possibilities are happening at a molecular level. All the alternative timelines that could branch off are blocked and crush in on themselves. Anyone caught up in the area of crystallisation will experience all their possibilities happening at once. They will be unable to act, and the sensory overload may even kill them. A Difficulty 21 Resolve + Strength roll is required to avoid taking L(4/L/L) damage, and only a Fantastic result will enable them to act for a single Round.

SELONART RACE PACKAGE

Cost: -2 points

Attributes: Awareness +1 (+1), Coordination -1 (-1)

Traits: Alien Senses (Ocean Currents) (+1), Distinctive (-1), Marginalised (-1), Unattractive (-1)

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: Waterworld

ATMOSPHERE: Earth Standard

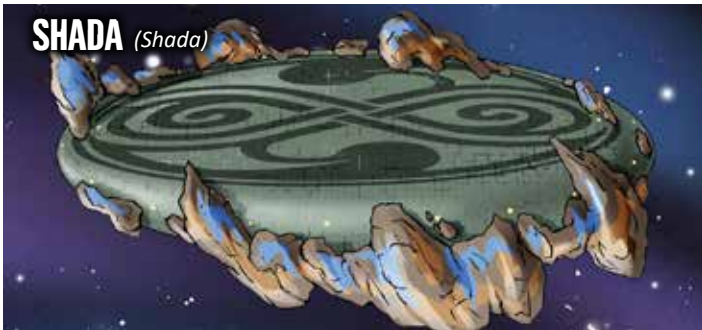
CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Selonarts

TECHNOLOGY LEVEL: 6

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It is difficult to describe Shada in any great detail, as the information about it varies according to the source it is taken from. This could simply be because the facility has been developed and expanded over the eons of its existence, or it may be an indication of some deeper temporal disruption. Indeed, the Doctor seems to have experienced the same or very similar adventure involving Shada on multiple occasions, in both his fourth and eighth incarnations, which would support the latter conjecture. The disruption could be connected with Borusa's failed attempt to use the time-scoop to pluck the Fourth Doctor and Romana out of time during the events leading up to his first involvement with Shada (see *The Five Doctors*), perhaps causing events to rewrite themselves multiple times.

Some reports confirm that Shada is the Time Lords' prison planet, while others describe it as little more than a lump of rock, perhaps an asteroid or the remains of a small planetoid. Shada was built to house the most malevolent and dangerous criminals in the universe, whether Time Lords or of other races. During the War in Heaven (see A54), its use became more frequent, as it became a repository for any war criminals captured by Gallifrey.

Shada is shut away in a bubble outside the rest of the universe, sealed off behind a quantum wall and time-locked to prevent access by renegade Time Lords and other time-capable races. Since the Last Great Time War, it has been designed not even to be remembered, and it is patrolled by robot guards. The guards have a very straightforward protocol: anything breaching Shada's security is to be obliterated. Shada is totally automated and is run by an operating system which, over time, has developed its own sentence.

Within Shada, the prisoners are each stored in their own separate cryogenic cells, kept alive but frozen in perpetual imprisonment.

SHADA ROBOT GUARD

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

Skills: Athletics 2, Fighting 3, Marksman 4, Technology 2

Traits: Armour (10 points), By the Program, Flight (Minor), Natural Weapon (Major: Disintegrator – L(4/L/L) damage), Robot, Scan

Tech Level: 10

Story Points: 1-2

The inmates are given tattoos on their right arms. These vary according to the category of prisoner. In some cases, they are simple serial numbers; in others, they are symbols such as dragons. The most dangerous prisoners are suspended in time rather than being merely cryogenically frozen, and this practice was extended after some criminals began to fit themselves with ice-proof secondary nervous systems.

The very worst time criminals are stored in the Black Vault in the heart of Shada. After the disappearance of the Master during the Last Great Time War, his TARDIS was stored here. Shada's final defence lies within the Black Vault and is controlled by the prison's sentient operating system. The system subjects intruders to a time scan, analysing their biodata to determine their entire history, then using their past against them, confronting them with turning points where they could have made different decisions that led to a happier, safer life. Each intruder must make a Difficulty 18 Presence + Resolve roll to avoid their mind being overwhelmed by the visions. If they fail, their mind is trapped within the scenario while their body is frozen and incarcerated.

Among the most notorious inmates of Shada have been the Time Lord criminal Salyavin (see *The Fourth Doctor Sourcebook*), the war criminal Rungar, the mass murderer Sabjatrik, Lady Scintilla, who conspired with the Carrionites, and five million Krikktmen (see *The Fourth Doctor 2020 Addendum*). The Master was sentenced to imprisonment on Shada, but it has been alleged that he was intentionally allowed to escape so that he could keep the Third Doctor busy during his exile on Earth, as part of the plans of the Celestial Intervention Agency. Grandfather Paradox (see V50) was also imprisoned on Shada until President Romana (see A78) signed an executive order while under the influence of Cacophony, the Carnival Queen (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*), freeing three hundred prisoners. Cousin Justine of Faction Paradox was also consigned to Shada until her rescue. Among the various races whose representatives can be found in Shada's cells are Daleks, Cybermen, Ice Warriors, Sontarans, Zygons and Krargs (see *The Fourth Doctor Sourcebook*).

One of the artefacts of Rassilon, *The Worshipful and Ancient Law of Gallifrey*, acts as a key to the prison planet. If the book's pages are turned while inside a TARDIS, the ship would be taken to Shada, bypassing its security measures.

PLANETARY DATA

SIZE: Tiny

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Prisoners of various races

TECHNOLOGY LEVEL: 10

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Millions of years ago, the people of an unnamed, long-dead planet began sending out probe ships. Each had a payload consisting of the means necessary to set up a high-powered transmat unit, an Engine of Transference. Each probe ship was crewed by a single man, kept in stasis, whose job was to set the mechanism up. These crewmen were selected from those who were marked for execution. They were lobotomised and implanted with unbreakable Cyberdynic control structures which compelled them to set up the Engine of Transference on whichever world they landed on, send back a test signal and then simply drop dead. Upon receiving the test signal, the founders then transmitted the biological pattern-signatures of volunteer seeding colonists. The nature of transference means that only the “souls” are actually transmitted, while the bodies are destroyed at the point of origin, reduced to their atoms and retained for re-use, and new bodies are reconstituted by the Engine at the point of arrival.

The process took thousands of years, firstly because the probe ships were not faster-than-light vessels, and secondly, because the transference signals themselves only travel at the speed of light. But eventually, the people of that long-dead planet had founded a self-perpetuating empire connected by the Engines of Transference rather than the more usual supra-light speed or hyperspace travel (which were now impossible anyway due to the warping effect of the transference technology on local space-time).

Fast forward to a mere one million years ago, and the people of that forgotten world have long since disappeared. The Empire they founded is now ruled from the planet Shagrath and is spread across a thousand light years. Communication within the Shagrath Empire, the transfer of data, of technology, of people, can only take place at the speed of light. Thus, the further out from the Glorious Centre of Shagrath, the more backward and barbarous the outer worlds seem to be. For example, a planet which is five hundred light years from Shagrath will be using technology and wearing fashions which are five hundred years out of date on the Imperial capital. The latest news and information of the Imperial court they have access to will be five hundred years old.

On such a scale, the life of an individual man is short, but the Empire is eternal. It is on this basis that the Empire has functioned for a million years, and each individual can only play their very small part in the whole. Or, as an old Shagrath saying goes: “Stuff come in, stuff go out, and it’s a bad idea to worry Joe Soap with

the details of when every bit of stuff was sent.” The translation is very approximate.

The Glorious Centre of Shagrath is a desert world. The sunlight flashes and sparkles dazzlingly on the firegem-inset minarets of the Imperial Palace, bright enough to scar the eyes permanently if one looks at them for too long. In the streets outside, the people swelter and burn, hung and piled as they are with every kind of finery he, she or it can afford, rather than clothing more suited to the climate. Every fur and brocade, every splendid ceremonial weapon and headdress, every scrap and bauble, trading off the distinct possibility of collapsing and dying from heat stroke with the rather fainter possibility of being seen.

News of the Imperial Court and its intrigues spread out from Shagrath at the speed of light. News of the most surprising use the Emperor recently made of his nefariously plotting mother and a team of wild stampede-beasts, which reflects his sadistic tastes. News of the great advances made by Shagrath artificers, including the network of canals and aqueducts that are even now making whole new areas of the Interior habitable. News of the splendid fashion sense of even the most common Shagrath citizenry, which of course the backward heathens will soon be attempting to copy in a quite touchingly inept manner.

His Extreme and Divine Potency, the Light before which the Barbarity and Ignorance of the Infidel are burned away, the God that walks among the World as Emissary, the Primateur of all things Holy in the Sight of Man, the Emperor, may once have had a name. But since the time of Manok Sa, even to think that he might have something so prosaic has been forbidden. He is the Emperor plain and simple – or, rather, magnificent and like unto a god. He sits on his sea-jade and tourmaline throne between the serried rows of the two Houses of Governance, wreathed in a corona of fine-spun cloth of platinum and girdled with greaves, breastplate and helmet of golden armour so finely wrought that the body within is impossible to view, his face hidden behind an enamelled, fiercely snarling war mask.

Shagrath does not have soldiery as such, that function being performed by those who are ostensibly the Emperor’s personal musicians, all seven hundred thousand of them. The majority of them are so incompetent as to try to blow into their instruments in the wrong direction. But the members of the percussion section bang their drums with great enthusiasm!

Elsewhere in the Empire, the planet Goronos is a nexus point in terms of data exchange. It and other worlds like it are the places where news of the far-flung provinces is received and relayed to the other planets in its sector. Goronos is rather different to most. Anyone visiting will find a vast city which has apparently been deserted for some time. Empty streets, crumbling tenement blocks, windows cracked from neglect rather than vandalism. The only sound is the wind. No birds, no insects, no plant life.

Goronos has been a massive and extended archive for the local cluster of Imperial worlds for a long time. It used to have a highly

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stratified society of masters and slaves, until the equivalent of a combined industrial, political and informational revolution occurred. When the dust settled, the survivors ended up being forced into a particularly draconian form of communalism merely to survive. On Goronos, it was tainted by the old slave mentality. They couldn't think in terms other than their original function, so they reiterated the old forms. The populace wired themselves together into the Cyberdyne, a massive super-computer housed within a giant pyramid, with each individual nothing more than an on/off switch. Billions of people plugged into an informational meta-matrix, with most of its processing power dedicated to generating a virtual environment which is fed back into the sensoria of those producing it. Thus the workers live virtual lives of contentment while what remains of their physical husks are fed through tubing and do nothing except press one button or another.

There are what might be termed "mobile" units which are used for maintenance purposes, but they comprise less than a fraction of a percentile. And there is an Ambassador from Shagrath who ensures that nothing interrupts the smooth running of Goronos. If he has to deal with intruders, he can activate an army of freshly dead corpses reanimated by electrical shocks provided by the coronets of electrodes attached to their heads. Once captured, said intruders are likely to be placed within the Cyberdyne, their minds living virtual lives oblivious to their physical bodies carrying out routine functions.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A close study of the data concerning the transference of people across the Empire reveals an anomaly. Although the transfer of data and inert materials seems to be relatively consistent, as does the transfer of the rank and file, the anomaly lies in the transference of the Ambassadorial Corps, that group of civil servants who are sent out to govern the colonies on behalf of the Emperor. Any Ambassador sent out from Shagrath is secretly being routed via a nameless world which is occupied by Vortex Wraiths. This world is a never-ending landscape of ash and nothing else under a sky of unbroken grey cloud.

This world is the planet of the long-dead civilisation which first set the transference network up all those years ago. The disruption

to space-time caused by the transference process attracted the attention of the Vortex Wraiths (see V152) and allowed them to penetrate our universe, where they laid waste to this planet. From the Engine of Transference (see G23) they found here, they have subverted the network, and the soul of any Ambassador sent out from Shagrath comes first to this benighted place. The Wraiths then forward them on to their intended destination, but they keep the still living bodies which were reconstituted for them here, rather than destroy them as is the usual practice.

By such means, the soul of each Ambassador is split between the body kept by the Wraiths and the body reconstituted at their final destination. This allows a Wraith to manipulate the former in the manner of a desiccated and skeletal puppet to control the actions of the latter. The Wraiths have therefore become the secret rulers of the Shagrath Empire.

THE EMPEROR OF SHAGRATH

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

Skills: Convince 4, Fighting 1, Knowledge 2

Traits: Authority (Major), Eccentric (Major) – Sadism, Menacing, Selfish, Voice of Authority

Equipment: Armour (8 points)

Tech Level: 5

Story Points: 6

PLANETARY DATA: GORONOS

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Goronians

TECHNOLOGY LEVEL: 5

PLANETARY DATA: SHAGRATH

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Desert

SATELLITES: 3

SENTIENT SPECIES: Shagrathi

TECHNOLOGY LEVEL: 5

PLANETARY DATA: THE WRAITHS' WORLD

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Vortex Wraith

TECHNOLOGY LEVEL: 8

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Around the year 1000 CE by Earth reckoning, Shardybarn was placed under the protection of Galactic Heritage (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*). It became a Grade 1 listed planet and was described in their leaflet as “a pastoral world of outstanding natural tranquillity”. In the ancient tongue of the so-called Grunt fathers, Shardybarn means “*the presumption that tomorrow will be as glorious as today*”.

At this time, Shardybarn is indeed a beautiful world. Its twin suns provide stunning sunrises and sunsets. The inhabitants are a bucolic human-like people at a level of development roughly analogous to Medieval Europe. Much of daily life revolves around the rearing, selling, slaughtering, processing and eating of domesticated creatures called Grunts. Grunts are squat, grey animals covered in matted hair. They stand on six stumpy legs, listing from side to side as they walk. They communicate through a succession of bleats, snorts and ground-shaking flatulence.

In villages all across Shardybarn, markets bristle with life. Grunts rotate on spits. Traders announce their Grunt-hide boots, Grunt-hair jerkins and Grunt-calf soups. Ruddy women proffer baskets of smoked Grunt. Children play with Grunt rides. Mandolinists croon Grunt ballads. Men gamble on Grunt fights and quaff Grunt wine (not actually made out of Grunt, but the name avoids confusion).

The men of Shardybarn are only fertile for a few days every five years. When the marriage fête comes to town, those in the fertile phase of their cycle choose, wed and eventually meet their wives, the selection being made from three potential brides, all placed on the other side of a wooden partition to the prospective groom and chosen by the answers they give to a series of questions.

Then, one day, the most unexpected thing occurred. As the clouds parted after a storm, the sweetest, most fragile music was heard, a golden light filled the square of a particular village, and a shape coalesced, six feet off the ground. It was a man, seated upon a throne of sapphire. It had an oversized, near-spherical head which rotated to reveal four animal faces, one on each side: dog, camel, bird and fish. The figure spoke with the voice of a hundred men, proclaiming itself to be the Shardybarns’ god. It was most insistent on the subject, going so far as to shoot lightning from its fingertips at the village inn.

After making its point, the god departed and, for the first time in their history, the people of Shardybarn took up organised religion. They built domed churches and cathedrals in the shape of their god, each one keeping watch over its surroundings with its four faces.

A thousand years later, in 2004 by Earth reckoning, the Shardybarns’ religion has caused massive changes to their society. Worship is enforced by robed and cowed monks with shaven heads and carrying guns, like Capuchin gangsters. The once beautiful landscape has been marred by pollution, though the villages still have a Medieval aesthetic to them, just with more smoke than before and the addition of dirigibles tethered to pylons. The people are half-starved and all are missing their little fingers. New-born babies have them removed, rendering everyone imperfect as only god can be perfect. Because their god told the Shardybarns to take a bit more notice of the heavens, they take astrology extremely seriously. Believing that the date of a child’s birth will affect its nature, those born on the wrong day are left alone in a side room in the nurseries to die, to prevent them growing up to be thieves and murderers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Beneath the robes and the four-faced mask, the god of Shardybarn would be recognisable on many of the worlds beyond as renowned actor Prubert Gastridge. He was hired by Martin of Frantige Two (see V96) to visit each of the worlds listed in the Galactic Heritage leaflet and proclaim himself to be their god. He would give them instructions to set up religions, pursue vendettas, start wars and so on, and then leave them to it, promising to return to save them from destruction.

This is all part of Martin’s plan to make a great deal of money. He had bought Shardybarn, Valuensis and a hundred other protected worlds cheap when the bottom fell out of the market in primitive planets, as Galactic Heritage restrictions meant that they could not be developed. However, by encouraging them along the road to self-destruction, they would lose their protected status, allowing Martin to auction them off for inflated prices. It doesn’t really matter to him whether or not they are actually destroyed; they’ll still be worth a lot of money!

In the case of Shardybarn, the god’s promise to return to save the people from destruction has led the priests to develop and stockpile a nuclear arsenal large enough to destroy the planet. In order to force their god to return to them, they eventually activated the bombs in the sure and certain knowledge that he would save them. They were wrong.

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

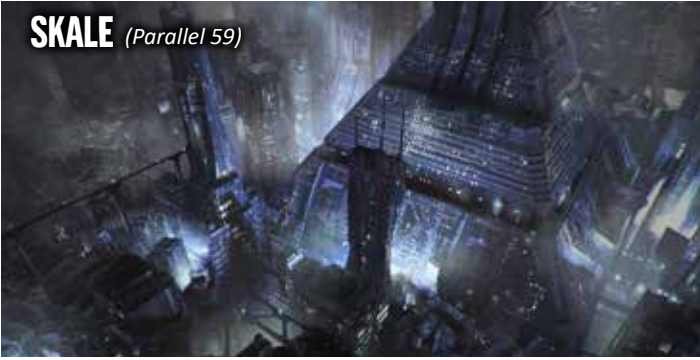
CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Shardybarns

TECHNOLOGY LEVEL: 4 (in 2004; 2 a thousand years earlier)

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SKALE *(Parallel 59)*

Skale isn't a very inspiring world, a pinprick little planet orbiting a nowhere sun all by itself. There has been no extraterrestrial contact, but the various power blocs that have divided Skale up are engaged in a race to reach the stars. The people of this backwater world, the Skalen, are human in appearance. Like the Time Lords, they have two hearts.

Skale's power blocs are nation states known as parallels, each of them named after a parallel of latitude that bisects it. The Doctor and Compassion (see A3) found themselves in one of the planet's major powers, Parallel 59, a relatively small landmass on the shores of the Northern Waters and bordering its main rival, Parallel 67. Other major states include Parallel 6, whose war with Parallel 59 has left a legacy of minefields between them, and Parallel 90 with its missile stockpile.

There has been an ongoing cold war between the parallels for decades. There are no discernible differences in race, language or even accent between the states. Neither are the parallels particularly different from each other in their ideologies and dogmas. It's possible that some past catastrophe or war has left scars too deep to heal. But whatever the truth, national nomenclature is presumably too emotive a subject and has been sublimated by geographical accuracy to ensure a flat global parity. Or perhaps the Skalen simply have no imagination and resorted to numbering their countries instead of naming them.

Like the parallels, the capital city of each of the states is identified by its number, having names like Great City 6, Great City 59 and so on. If Great City 59 is representative of the others, they are drab and lacking in architectural imagination, all mouldering concrete pyramids and ziggurats. Huge screens relay propaganda films, boasting that their parallel is strong and the others are weak. The people, dressed in dull overalls, exhibit little in the way of positive reactions to the broadcasts. They all speak the right slogans to each other, but there is an undercurrent of paranoia. Outsiders are the enemy. An enemy within is unthinkable... which is why everyone thinks about it so often.

Having catalogued their own planet so divisively, Skale has now fixed its sights on the heavens and a space race is in full swing. With no moon in the sky and no other planet in Skale's solar system, the target is a world named Haltiel which they have detected in orbit around a neighbouring star. There have been stories of little grey aliens, the "shadow men" from Haltiel, for centuries, and frequent claims of UFO activity, all discredited. The

findings of two probes sent by Parallel 59 indicate a high-gravity world with a noxious atmosphere. There are life signs, but no broadcast signals of any kind, suggesting that the Haltiens lack space travel capability. Parallel 59 is therefore pushing ahead with its plans to be the first to launch a manned mission to Haltiel.

Skale technology is based on flesh-tech, with computer systems derived from animal brains.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Parallel 59 has secretly constructed a series of space stations called Bastions in orbit around Skale. Each contains three hundred of 59's undesirables: the diseased, the handicapped, political prisoners. Little by little, they have each been placed in a capsule, stored in the Bastions and sent out into space.

The Bastions have been constructed at strategic points around the planet, further out than any other parallel has yet reached. From them, the capsules are launched into key positions in deep space, all linked together in a vast psychic network creating a sensory barrier. If the barrier is breached at any point, the nearest capsule will explode with devastating effect. The network forms a minefield protecting Skale from any outside attack and deterring any of Parallel 59's enemies from moving further out into space. Only Parallel 59 knows the safe route through. Alternatively, the capsules can be ordered to rain down as human bombs on enemy cities on the planet below.

Because of Skale's dependence on flesh-tech, active human minds are needed to power the Bastion minefield. Each person in the network is in an induced dream state, six hundred thousand minds living in Mechta, a computer-simulated virtual world that appears to them to be a utopia.

Meanwhile, the Haltiens are far more advanced than anyone on Skale believes. What they look like is entirely unknown. But they are easily capable of sending ships to Skale and have been monitoring events on the planet. The Haltiens are wary of the aggressive nature of the Skalen, but they have identified the Bastion network as an ideal weapons system that they can take control of. If the Skalen seem intent on reaching Haltiel, the Haltiens may just drop six hundred thousand human bombs onto the cities of the parallels to keep them in check.

PLANETARY DATA

SIZE: Small
GRAVITY: Medium Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Skalen
TECHNOLOGY LEVEL: 5

STONEHENGE, 2500 BC *(The People's Temple)*

The Doctor has twice agreed to a companion's request to visit Stonehenge at the time of its construction. The Tenth Doctor took Martha Jones, but he refused to let her leave the TARDIS in order to prevent history from being altered by their presence. Instead, he programmed the TARDIS to materialise once a year and take a snapshot image with the scanner to form a kind of stop-motion gallery of Stonehenge's development. What neither realised was that it was the annual appearance and disappearance of the TARDIS at a certain spot on Salisbury Plain that led to the site of Stonehenge being chosen.

The Tenth Doctor may have wanted to avoid influencing the construction of Stonehenge because he remembered what had happened when the Eighth Doctor took Sam Jones (see *A18*) to the site around 2500 BC. By this time, it had already been the location of at least two previous constructions ritually important to their Neolithic builders. The first was a bank and ditch enclosure with a circle of timber posts dating to around 3100 BC, while the second consisted of a more elaborate wood henge built a century or so later.

Replacing the wooden temple with a more permanent stone temple was the idea of Coyn and Shalin of the tribe of the Great People of the Bear. At the time, they were still only boys. But when they reached adulthood, Coyn became the king of the Bear People, with Shalin as his shaman, the Deer Man, and they had the power to make their plan a reality.

Coyn is Great High Supreme Chieftain and King, Lord of All the Lands and All the Peoples. He is the Great Bear who rules his tribe through fear. Coyn dresses in the hide of a bear with the long, shaggy winter fur still attached. A square plate of gold burns on his chest and below that a dark belt holds his bronze dagger and axe. Coyn is usually accompanied by at least two of his Bear

Men, foreigners recruited from lands to the south who do not even speak the language of the Bear People. They are armed with bronze axes and copper-tipped spears, and are ready to kill anyone who approaches their master without permission.

Coyn is insane. He is determined that construction of the Temple of the Great People of the Bear (later known as Stonehenge) is to be completed in his lifetime so that he will become a god in the afterlife. In order to achieve this, he has driven his tribe to conquer the Sacred People who lived on the wooden temple's site so that he could do what he wanted. He drove his tribe to conquer the people of the Old Temple Plain, so that he could use their sarsens in the construction, and the Hill People from across the water, as their stones were already holy. Other tribes were conquered for slave labour or sacrifice. Hundreds have already died in Coyn's pursuit of godhood.

Shalin was Coyn's boyhood friend, but he is now secretly terrified of his king. He wears the hide of a deer with the hooves still attached, a mask with an antler headdress, and a necklace of deer bones. He is the Deer Man, the tribe's magic-maker. If anything, the tribe are more afraid of Shalin than of Coyn. It is his calculations that have made the construction of Stonehenge possible. He mutters of numbers and rotations and elevations and plans and circles, all concepts the rest of the tribe cannot understand. These are Shalin's "southern mysteries", knowledge from the Mediterranean civilisations which is gradually being disseminated northwards. But Shalin can see the madness in Coyn and does not know where it will stop. Perhaps he will need to kill the Great Bear... if only he had the courage to do so.

At the time that the Doctor and Sam arrived, around 2500 BC, Salisbury Plain is a built-up area in late Neolithic terms. There are two large clusters of rotund wooden huts with thatched roofs,

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each encircled by a high wooden stockade. There are several other stockades and a number of individual wooden buildings, mostly circular, some quite large, plus at least a dozen mounds that are obviously artificial. The two biggest are the size of small hills and capped with trees. There are quite a few standing stones, one of them surrounded with something that looks almost like modern scaffolding, none in anything that resembles a circular pattern. And everywhere there are artificial banks, lines of posts, brown strips on the earth that might be roads but are actually fields. Everything overlaps everything else: fences crossing fields, rows of posts ascending to hulking long barrows.

The Temple itself is within one of the stockades and is still under construction. Inside, only three of the trilithon stones have been erected. The Bear Men are using a slave labour force of the survivors of the conquered tribes to carry out the back-breaking

work of digging the pits, dragging the stones into position and raising them to vertical. The slaves aren't allowed any rest and only minimal food and water, with Coyn forcing them on. He will conquer more and more tribes and hundreds more people will die unless he is stopped, one way or another.

The Bear People are a Neolithic tribe. They have access to copper and bronze weapons through trade and conquest, but their own knowledge – with the possible exception of Shalin – is still at the level of the Stone Age. Anyone demonstrating the wonders of technology in this time and place will be regarded with fear. But Coyn will quickly see any military advantage in it, while Shalin may try to befriend a powerful ally against his king.

The Meddling Monk once boasted that he used an anti-gravitational lift to help in the construction of Stonehenge (see *The Time Meddler*). The Doctor and Sam (see A18) saw no evidence for this during their visit, so it presumably occurred at a later stage of the work. Similarly, the installation of the Pandora in the Underhenge by an alliance of the Doctor's enemies (see *The Pandora Opens*) was done at a later date.

COYN, THE GREAT BEAR



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

SKILLS

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

TRAITS

Authority (Major)
Brave
Impulsive
Obsession (Major) – Completion of the Temple
Technically Inept
Tough

EQUIPMENT

Bronze Dagger: Strength +1 damage
Bronze Axe: Strength +2 damage

TECH LEVEL: 1

STORY POINTS: 6

SHALIN, THE DEER MAN



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

SKILLS

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

TRAITS

Authority (Minor)
Cowardly
Technically Inept

EQUIPMENT

Bronze Dagger: Strength +1 damage

TECH LEVEL: 1

STORY POINTS: 4

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**TRIONIKUS DEBRIS** *(The Company of Thieves)*

Located in the obscure Madrias Sector is an unusually large asteroid belt, made even more unusual for the shockingly large power fluxes detectable at its heart. Whatever the power flux is, it appears as giant energy blasts that destroy any ship that flies too close, or an energy leash that forces ships into the asteroid field to be ripped to pieces. The leash only seems to activate on ships that have the ability to teleport, which would include TARDISEs.

The asteroid the flux is coming from (one of the larger ones) is quite unusual too, covered in the ruins of a long-vanished civilisation. The impressive structures are vaguely Aztec with hints of Egypt and alien metallic constructs. There are large sculptures that look vaguely like sphinxes and warriors with spears and shields. It's evident the people who lived here were proud, given the amount of care they put into their home. Still, there's one big mystery: why does this dead rock have a breathable atmosphere?

The sole figure living on the asteroid is Tobal, an old, emaciated man who's prone to wildly jumping about and speaking about himself in the third person, barely making any sense. Worryingly, he carelessly wields an intimidating energy gun made of black metal and sharp edges. From what can be gathered from his ravings, this gun is Tobal's only friend. It contains a sentient AI capable of robotic speech, identifying itself as the Eraser.

Fifty years ago, Tobal Reist was the most celebrated scientist on the planet Trionikus and designed the Eraser for a potential future conflict, now long forgotten. Tobal had only intended to use the Eraser to smash a vase in his laboratory. He had somewhat underestimated the device's power output, as Trionikus was turned into eighteen billion fragments, forming the asteroid field.

As he was at the eye of the blast, Tobal managed to survive. The same can't be said about his sanity after all the guilt and isolation. Now he remembers almost nothing of his former life. It's difficult to say how much of his scientific knowledge has been retained throughout the ordeal, but he acquired a massive fear of fighting and conflict from it.

The Eraser is, to be specific, a multi-function energy manipulator.

It has been trying to protect Tobal by generating an energy web and atmospheric shell around the asteroid and shooting away any space pirates or imperial ships that get too close to him. The Eraser is a rather polite gun, so it's been trying to latch onto a teleporting ship to get Tobal to some kind of mental hospital.

The Eraser has been programmed to follow whoever wields it, which

it feels is a regrettable aspect of its design. It would blast you to pieces in the hands of a space pirate or evil villain (who would surely want to get their hands on such a powerful weapon), but wants you to know it's not thrilled about the job opportunity. It has the ability to self-destruct, but this can only be used by its wielder. If the Eraser did self-destruct, then its hold over the energy web and atmosphere shell would immediately cease.

TOBAL REIST

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

Skills: Athletics 2, Craft 1, Marksman 1, Subterfuge 1, Survival 3, Technology 1, Transport 1

Traits: Amnesia (Major), Cowardly, Distinctive (Emaciated), Eccentric (Major: Literally raving mad), Empathic, Forgetful, Impulsive, Past Trauma (Major: Terrified of violence and conflict), Run for Your Life!

Tech Level: 6

Story Points: 4

THE ERASER

Attributes: Awareness 3, Coordination N/A, Ingenuity 3, Presence 3, Resolve 2, Strength N/A

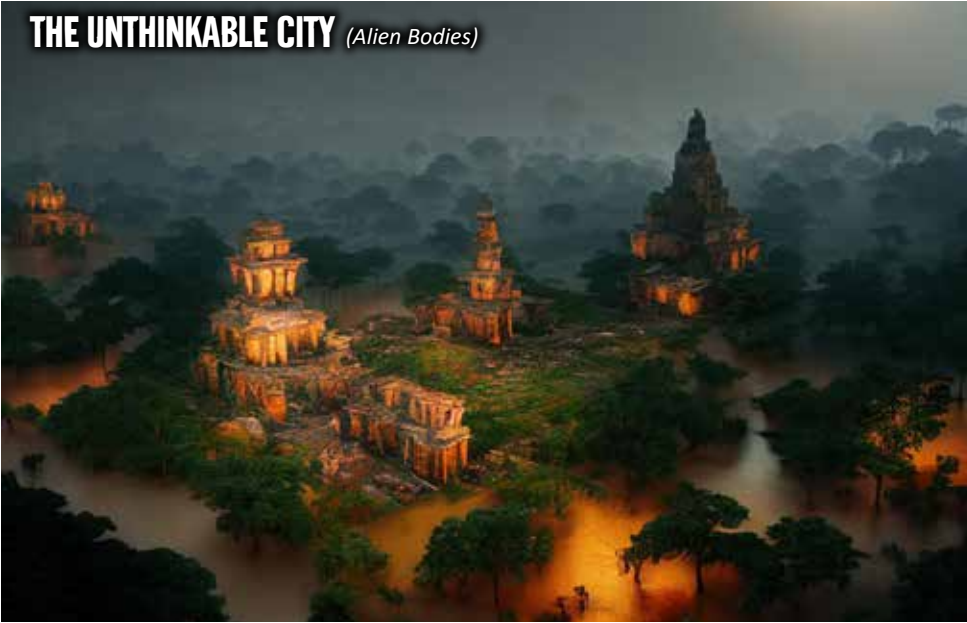
Skills: Convince 1, Fighting 3, Knowledge 4, Marksman 6 (AoE: Itself), Medicine 2, Science 2, Subterfuge 1, Survival 1, Technology 3

Traits: By the Program, Entrap (Special: Spaceship Scale), Forcefield (Special: 3 levels of protection around the entire asteroid, also maintaining the atmosphere shell), Menacing, Mental Calculator, Natural Weapon (Major: Energy Blast – 8(4/8/12) damage, Spaceship Scale), Photographic Memory, Robot, Special – Self-Destruct, Tough, Weakness (Major: It's an inanimate gun), Well Mannered

Tech Level: 6

Story Points: 5

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THE UNTHINKABLE CITY *(Alien Bodies)*

During the mid-21st Century, the island of Borneo was re-carpeted with rainforest creating the East Indies ReVit Zone. It is also the location of the last true “lost city” on Earth. By 2069, the so-called Unthinkable City has been sighted four or five times and has become a source of tourist income for the locals.

The City is the creation of one Mr Qixotl, who put it together with an old block transfer modulator and some sticky-backed matter augmenters. Qixotl isn’t from around these parts or even these times, and he has created the City to act as the location for his auction of a highly desirable artefact: the Relic (see *G17*). To prevent unwanted gate-crashers, he has fitted the City with a Brigadoon circuit which keeps it out of temporal phase with its surroundings, allowing entry only to those in possession of one of Qixotl’s invitations. There were one or two teething problems with the circuit at first, and the City had projected ghost-images of itself backwards and forwards in time on more than one occasion.

Most of the buildings are just for show. Hollow shells force-weathered to look like ancient ruins, covered in little pictograms Qixotl hopes look suitably ethnic. The overall effect is one of colossal if ruined magnificence, all megalithic arches and toppled columns. In fact, the only fully furnished structure is the ziggurat, the great stepped pyramid at the dead centre of the City, which is where the auction will take place. The ziggurat’s defences scan the biodata of intruders to find whatever they are most susceptible to and use that against them. They can take out any weapons system targeted at the City. Inside the ziggurat, even the PA system can be repurposed as a sonic weapon. At a personal level, there are also the leopards.

Mr Qixotl put a lot of thought into the City’s security systems. In the end, he decided on a little selective breeding and added a few new biodata systems to the ReVit Zone’s bio-induction system. As a result, the leopards he’s incongruously introduced to the ecosystem have rapidly evolved neural systems capable of encoding sensory data as hormonal traces. Or, to put it another

way, everything the animals witness get turned into TV pictures and stored in their urine for Qixotl to access.

Mr Qixotl (not his real name) is short, frog-like and genetically shabby. His suit may be a genuine Scintachi, acquired at great expense from the fashion-butchers of Vienna Prima, but he is surrounded by an aura of cheapness that always makes his clothes look as though they are trying to slide off his body in disgust. Even his face seems to have been designed for life in low society, its features knowing they’d never be attractive and settling for a kind of fish-eyed rumpiness instead. Not really old, just lacking a future.

Qixotl has had a few run-ins with the Doctor over the years, which is how he came by the Relic. He may not be a Time Lord, but he has somehow acquired a Type 60 TARDIS which he has extensively modified to prevent it being traced by the Time Lords. Qixotl has recently had psychic dampeners installed in his skull to protect himself against the telepathic species he has invited.

MR QIXOTL

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

SKILLS

Convince 4, Marksman 2, Medicine 3 (AoE: Genetics), Subterfuge 4, Survival 1, Technology 4, Transport 3

TRAITS

Psychic Training
Selfish
Technically Adept
Unattractive
Vortex

EQUIPMENT

Heavily modified Type 60 TARDIS

TECH LEVEL: 9**STORY POINTS: 8**

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VALUENSIS *(The Tomorrow Windows)***SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Valuenis is one of a hundred or so undeveloped planets that were purchased for rock-bottom prices by Martin of Frantige Two (see V96) a thousand years ago, after they were placed under the protection of Galactic Heritage (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*) and the market for such worlds collapsed.

As part of his plan to make a fortune, Martin hired the loudest actor available, Prubert Gastridge, to visit each of the worlds he had purchased and, with the help of suitable costumes and special effects, proclaim himself the locals' new god. In doing so, Gastridge introduced selfish memes into the population. In the case of Valuenis, this was the concept of war. If the end result is the native population's self-destruction, the planets lose the protection of Galactic Heritage, allowing Martin to sell them by auction to the highest bidders.

It's taken a thousand years, but Martin is extremely long-lived and his plans are now coming to fruition. Planets like Valuenis, Shardybarn and a hundred others are about to become available for auction. Although a shot hasn't been fired in the war on Valuenis for the past six hundred years, the continuing existence of the two opposing cities is on a tightrope.

Actually, both the Aztales and the Gabaks died out centuries ago and have been replaced by sentient androids who have augmented themselves with organic components. Neither side can contemplate any form of existence other than war. In the absence of any actual conflict, the leaders of each city have been using propaganda and faked news reports to convince their people that the war continues. The stalemate could last for an eternity... unless Martin intervenes to trigger the ultimate weapons. Being machines, the populations of both cities would be destroyed by the EMP bombs.

Ironically, unknown to the general populace of either city, the planet above has recovered from the nuclear war. After six hundred years, there is no radiation and nature has reclaimed Valuenis.

Valuenis is situated on one of the galaxy's major hyperspace ringways, making such an undeveloped property highly sought after. It offers the classic liquid-water-based environment, resplendent in carbon-based flora (an optional fixture, according to the estate agents' brochure). The atmosphere is a delightful oxygen-nitrogen mix, ideal for most respiration or photosynthesis-based life. The surface gravity is a bracing eleven per second per second. Valuenis does have some underlying plate tectonics, so some restructuring of the foundations may be required by a new owner. The rest of its system consists only of worlds in either the ice or steam belts. However, orbital realignment is always an option if an extension is required.

The only problem is that the native tribes of Valuenis have been locked in a power struggle for much of the last millennium, until only two nations remain, those of the Gabaks and the Aztales. Both are now located in underground cities on opposite sides of the globe. The people of these two nations have been reduced to grey, fleshless things, all having some sort of cybernetic enhancement. An accordion-like iron lung fixed to a chest here, metallic jaws there, and most common of all, robotic limbs consisting of bare rods of steel. They are like the living dead.

But Valuenis wasn't always like this. A thousand years ago, the planet's desert surface was occupied by nomadic tribes and was, in many ways, idyllic. In those days, warfare was unheard of, the very concept unknown to the Valuensans. They settled their conflicts through ritualistic dance contests, and nobody ever got hurt. Except perhaps for the occasional sprained ankle.

But war did come to Valuenis, culminating six hundred years ago in an all-out nuclear exchange between the Aztales and the Gabaks, rendering the surface of the planet uninhabitable. The survivors retreated underground but the arms race continued. Both nations developed the ultimate weapon, an electromagnetic pulse bomb held in geostationary orbit above the enemy city. Each nation is broadcasting a radio signal to their bomb telling it not to detonate. If there is any interruption to the signal, it will explode and eradicate the underground city below.

Thus, for the last six hundred years, the Aztales and the Gabaks have been in a state of stalemate. Although both are still at war, there has been no actual conflict for over half a millennium. Within the Gabak city, eight-legged Octobots (see X9) maintain the infrastructure and hunt for any dissenters who might threaten the war effort; similar efforts are made in the Aztale city.

PLANETARY DATA

SIZE: Medium

GRAVITY: High Gravity World (10% greater than Earth standard)

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Desert

SATELLITES: 2

SENTIENT SPECIES: Valuensans

TECHNOLOGY LEVEL: 4 (in 2004; 2 a thousand years earlier)

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THE VANDERDEKEN DERELICT *(Vanderdeken's Children)*

In 3123, a derelict construct was discovered drifting in deep space, thousands of light years from Earth. It is an enormous cylindrical craft over four kilometres long and seven hundred metres wide, with a curious projection rising from its mid-section, like a segment of some vast machine. Its hull is a dull green with tints of maroon, brown and silver here and there, and is formed of numerous raised plates, scale-like slabs, nodules and branching pipes. Flared rings or flanges encircle both ends of the central shaft like monstrous bracelets. Eight tall spires or horns radiate perpendicularly from each of them into space. The tower that rises from the middle of the shaft resembles a conical stack of various sized plates, pierced through by vertical pipes rising from the main body of the derelict. The interior of the main cylindrical body is hollow, forming a tunnel large enough to drive a supertanker through, but with only a fathomless blackness in its depths. The whole aspect of the craft is unfamiliar and deeply alien. There is no sign of life and its portholes and lighting remain dark.

One end of the craft looks out of focus to visual inspection and is translucent, with stars visible through it. This is due to part of the derelict extending into hyperspace. The craft is a hyperspace bridge that emanates an unstable and very powerful energy field in real space as well as the higher dimensions. It presents a discontinuity in the space-time vortex and can disrupt a TARDIS's flight path. A TARDIS cannot materialise within a few kilometres of it. The derelict also has considerable mass and is capable of dragging objects in real space towards it. It therefore presents a multidimensional navigation hazard.

The derelict's various external doors can be opened by entering

the correct code into a six-by-six keypad of geometric characters, requiring a – surprisingly easy! – Difficulty 12 Ingenuity + Science roll (with Mathematics or Logic as an Area of Expertise). Anyone boarding the derelict will find themselves under attack by wraith-like apparitions. These ghosts lurk in a veil of shadow they wrap around themselves, making their precise nature uncertain. Improbable silhouettes and grotesque half-seen skeletons can be glimpsed. But as they flow forward, they take on more definite form and become more tangible. Twists of mist condense into many-jointed arms, tentacles and claws. Virulent colour erupts from shadowy grey obscurity, illuminating the monstrous things in all their terrible magnificence. No two are alike in size or shape, or hold their form for more than a few seconds at a time. As they become more tangible, the wraiths can grab intruders and render

them insubstantial, dragging them through the solid walls of the derelict. Eventually, the ghosts are able to take on human shape, in which form they can communicate but are violently insane.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 3123, the former Earth colonies of Emindar and Nimos are on the brink of full scale war, having been engaged in minor skirmishes for the past century. The Emindians discovered a damaged craft identical to the derelict some years ago and have been studying it in a deep space research facility. Both Emindians and Nimosians have sent ships to investigate the derelict, seeking to secure it for themselves. What nobody yet realises is that both the derelict and the ship previously discovered by the Emindians are one and the same, and exist only within a closed loop in time.

Anyone travelling through the hyperspace bridge from 3123 will find themselves twenty years in the future, when Emindar and Nimos have been destroyed in a war triggered by the discovery of the derelict. This is how it has been and always will be, the past and future of the derelict feeding off each other in a self-perpetuating loop in time. The ship is trapped within the loop, fated to be dragged back from the 3140s by the attempts of the Emindians to use it to change the past. It ends up thirty years earlier, where it will be the ship discovered by the Emindians in the first place. It therefore has no beginning or end, existing only within the thirty year loop.

Anyone investigating the derelict risks becoming trapped within

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the time loop themselves, going round and round within the established events and unable to break free. They may even become phantoms like those that haunt the derelict, created when the insane, ghostly crew of an Emindian ship travelled back along the interface and tried to occupy the same space as its earlier self, paradoxically creating themselves in a blast of temporal energy. Like the crew of the legendary *Flying Dutchman* captained by Hendrick Van Der Decken, they are doomed never to reach their destination.

One of the principal players in the events surrounding the investigation of the derelict was J. Kale Rexton HC, a senior member of the Emindian High Council who was aboard the cruise liner that made the discovery in 3123. Rexton had been a Councillor for ten years and on the High Council for the last three, and he was tipped to be the next First Councillor. His previous

career was in the Emindian military, and he was still a general in the spacefleet reserve.

Rexton is a hawk when it comes to dealing with the Nimosians, and there is still a military edge to his manner. His greying hair bristles in a severe military cut, and his clear blue eyes are intimidating. It is well known that Rexton was a homeless orphan, raised in a care home in backwoods Melconville. What is less well known is that he has no memory of his life before the age of seven or eight, when he was found wandering the streets alone.

In fact, it is the events involving the derelict that result in Rexton being de-aged to his childhood and dragged back in time to the streets of Melconville, where he is found wandering lost and without any memories. Like the derelict, Rexton is a temporal paradox without a beginning or an end.

VANDERDEKEN GHOST



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

SKILLS

Athletics 3, Fighting 3

TRAITS

Additional Limbs x2 (arms, legs, tentacles, whatever is required)
 Alien Appearance
 Eccentric (Major) – Insane
 Fear Factor 3
 Immaterial (Special Good) – The ghosts are normally insubstantial but can become material enough to grab people and render them immaterial too, dragging them away
 Natural Weapon (Minor) – Energy Drain: A ghost's touch causes Strength +2 damage if it wishes

TECH LEVEL: 7

STORY POINTS: 1

J. KALE REXTON

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

SKILLS

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

TRAITS

Amnesia (Minor)
 Authority (Major)
 Military Rank (Special)
 Special – Temporal Paradox: Rexton's life is a closed loop in time. He was never born and will never die, just going round and round within the loop forever. This gives him a form of immortality unless the time loop is somehow broken. He also has no memory of his previous times around the loop.
 Voice of Authority

TECH LEVEL: 7

STORY POINTS: 4

THE VANDERDEKEN DERELICT

Armour: 10 Hit Capacity: 100 Speed: 1

Traits: Travel, Vortex (Restriction – Only between two fixed points)

Story Points: 5

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VEGA STATION (*Demontage*)

Officially, Vega Station is an embarrassing blip on the edge of Battrulian space. It's embarrassing because it's so remote from Battrul and can indulge its visitors in gambling, tax-free shopping and a dozen other vices forbidden back home. Being so close to the buffer zone between Battrul and Canvine, which was established at the end of the war between the two planets fifty years ago in the mid-26th Century, means that they also get a few Canvines (see V14) who come for the opera or the galleries and exhibitions. In fact, Vega Station is the only place that the human Battrulians and the canine Canvines ever meet, as the two have otherwise kept each other at arm's length since the war.

Vega Station is relatively small in terms of both physical size and population. Even so, the view up through Vega's central well is staggering. At the bottom of the well is a café area set on an island surrounded by shallow water and reached by short narrow bridges. Above, the roof is a long way away and seems to be black with tiny lights set into it. The blackness is space, the tiny lights are the stars, and staring up at it is vertigo inducing. Lifts constantly rise and fall all around the central well.

An entire section of Vega Station is taken up by the Vega Hotel, and its casino occupies an entire floor. It's on the outer rim of the Station, and its huge curved windows give out directly into space. The starscape is awesome, a huge nebula providing an uneven splash of colour across the middle, around which bright pinpoint stars seem to cluster. At the extreme edges, the view is slightly distorted by the curvature of the thick glass so that two planetary systems, one at each end, seem magnified, emphasised. These are Battrul and Canvine. Except that this is not a real view of either, as neither system is close enough to be visible to the naked eye. Instead, they are holographic images superimposed into the starscape.

As well as its shopping malls and casino, Vega Station offers art galleries, exhibitions, opera and other entertainments. But the only currencies that the Vega Central Bank deals in are the encoded gaming chip and the electronic transfer of funds across

space. If you use cash on Vega, you're on your own!

The resident staff on the Station are all human. The only Canvine who lives here is "Bigdog" Caruso, who organises tours to the edge of the buffer zone for those Battrulians who want a sight of the Canvine homeworld, and for Canvines who want a view of Battrul.

Vega Station is here to make a profit, and it does this very well indeed. It is governed by a CEO, the identity of whom – in fact, the very existence of whom – is known only by a very limited group. The CEO is assisted by the Vega Head of Security and the manager of the Vega Central Bank. They meet in secret to avoid undue attention and any awkward questions. But there is very little actual trouble on Vega as there are no guns, no weapons and no crime, and that's the way the CEO likes it.

An interesting footnote about Vega Station is that it was where Irving Braxiatel (see *The Seventh Doctor Expanded Universe Sourcebook Volume 2*) won asteroid KS-159 in a game of cards, the asteroid being where he subsequently established the Braxiatel Collection (*ibid*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Vega is supposed to be independent and an embarrassment to the authorities, it's secretly a Battrulian government-run facility. It was set up just after the war with the Canvines, about fifty years ago. The tourism, culture, tax-free shopping and gambling is all a cover. It makes money, though the government is less than pleased about this as they can't be seen to do anything with it, so it just accumulates.

The real purpose of Vega Station is defensive. It was set up to monitor the buffer zone for any sign of Canvine incursion. The peace treaty expressly forbids legitimate installations so close to Canvine space, so the Battrulians pretend the Station is an embarrassment. Opening it up to Canvine tourists was also part of the cover. In reality, Bigdog Caruso is a Canvine spy. The Battrulians know he is, and the Canvines know that they know. They are playing a little game with each other, and neither can openly admit that they know all about each other's activities on Vega.

With the changes of attitude and a democratically elected government replacing the old military one on Battrul, and the mellowing of the Canvines over the years, the Station's real purpose is becoming less and less important. The new Battrulian president may well decide to float Vega off as a going concern and privatise it under its existing management.

VEGA STATION**Armour:** 10**Hit Capacity:** 30**Speed:** 1**Traits:** Travel**Story Points:** 1

THE VIENNA EXPOSITION OF 1873 *(The Silver Turk)*



In 1873, Vienna hosted the fifth world's fair (*die Weltausstellung 1873 Wien*) to commemorate Franz Joseph I's twenty-fifth year as Emperor of Austria. Franz Joseph wanted Austria-Hungary to be seen to be able to compete with Britain and France, which had already hosted two world's fairs apiece. The Vienna Exposition was held in the Prater, a public park in Leopoldstadt near the River Danube, and it lasted from May 1st until November 2nd. It was by far the largest world's fair to date, covering an area of 233 hectares and hosting 53,000 exhibitors from 35 countries.

The Exposition was designed to showcase Austro-Hungarian industry and culture, though there were pavilions in which other nations hosted exhibitions, most notably Russia, Japan, the Ottoman Empire, Italy and New Zealand. It was the first international exhibition that the Japanese government of the Meiji period participated in. A Shinto shrine and Japanese garden were constructed, and traditional music and dances were performed. The Japanese exhibit was a huge success and contributed to the popularity in Japonisme (Japanese art and design) that followed. A British company, Alexander Park Co, purchased the shrine and garden at the end of the Exposition, including the trees and stones, and established trading arrangements with the Japanese government.

All the trade and advancement of the Western world gathered in Vienna for the duration of the Exposition. The Rotunda, a large circular steel building constructed for the occasion, housed many exhibits. But the centrepiece was the Industrial Palace and its displays of machines, industrial products and works of art, a particularly tantalising prospect for the Doctor when he visited the Exposition with Mary Shelley. Many other pavilions were built with individual themes, such as agriculture and a "Woman's Building"

(largely limited to displaying "feminine handicrafts"). The Pavilion of Foreign Princes was provided for visiting sovereigns to be able to rest and relax.

The Exposition was widely considered to be a cultural success, but it was a commercial disaster, losing the equivalent of around £140 million in today's prices, due to a combination of a stock market crash and Vienna's last cholera epidemic, which reduced the number of visitors. Nevertheless, the preparations leading up to the Exposition had renovated Vienna, including the construction of new roads and tramways, and a new railway station providing services between Vienna and Germany. In addition, the exhibitors were largely happy, having made their money and gained valuable publicity.

For visiting time travellers, the 1873 Vienna Exposition offers a chance to see examples of art, culture and industry from around the globe, all brought together in a single location. Innovations and new technologies sit side by side with entertainments and fairground rides. There is the opportunity for bumping into notable celebrities of the age, and perhaps uncovering conspiracies, acts of industrial espionage or even alien interference.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Two of the Exposition's tents proved to be of particular interest to the Doctor. One exhibitor displayed an automaton called the Silver Turk (see *V134*), which could play chequers, chess and various musical instruments, whilst another tent contained Dr Drossel's Grand Theatre of Marionettenburg (see *V38*), whose puppets moved and danced "with no strings attached"!

VILLA DIODATI *(Mary's Story)*

In 1816, Lord Byron left England, dogged by debt and rumours of an affair with his half-sister, arriving at Lake Geneva in Switzerland in April. There, he met Percy Bysshe Shelley and Mary Godwin, soon to become his wife Mary Shelley (see A16), and their young son William. Byron rented a mansion in the village of Coligny, renaming it the Villa Diodati after the family that owned it, while Shelley rented the smaller Maison Chapuis on the nearby waterfront. The group was joined by Mary's stepsister, Claire Clairmont, and by Byron's physician, Dr John Polidori, and his valet, William Fletcher.

Byron stayed at the Villa Diodati from 10th June to 1st November 1816. This was the so-called Year Without a Summer, it being unseasonably cold and wet, the inclement weather later being attributed to the eruption of Mount Tambora in Indonesia the year before. Incessant rain and storms kept the friends confined to the Villa Diodati for three days in June, during which time they entertained themselves by reading fantastical stories and created their own tales. Famously, it was at this time that Mary produced the first draft of *Frankenstein; or, The Modern Prometheus*, while Dr Polidori wrote *The Vampyre*.

What is less well known is that the group was joined by the Doctor, in fact by three different incarnations. Although the outcome (the writing of *Frankenstein* and *The Vampyre*) remains constant, the events over those three days seem to have changed, not once but twice, with different features inspiring Mary to write her seminal work each time.

Original Timeline:

The Eighth Doctor was the earliest incarnation to arrive at the Villa Diodati, initially in a hideously burned and maddened form, having been infected by vitreous time during an accident in the Vortex. This Doctor was almost unintelligible and seemed to weaken and die of his injuries. But Percy Shelley conducted a bizarre galvanic experiment with the corpse, connecting it to the Villa's lightning rod during a storm and reviving it. A younger version of the Eighth Doctor arrived in response to a distress signal from the TARDIS

and was able to stabilise his older self.

Before the younger Doctor departed, he offered Mary the opportunity to go with him. She accepted, being disillusioned with her life with Percy at that time. Mary eventually returned to the Villa Diodati in 1816 to resume her life and complete *Frankenstein*, having been inspired by what she had seen, in particular by the older Doctor being brought back to life by a lightning strike.

This timeline though seems to have been overwritten. According to the Time Lords, the actions of the Fourth Doctor attempting to prevent the genesis of the Daleks triggered the Last Great Time War and changed his own future. The Matrix on Gallifrey saw "a famous author [travelling] with you, then she doesn't".

Second Timeline:

When the Tenth Doctor arrived at the Villa Diodati, he encountered an alien named Zzazik attempting to recharge himself (see *The Creative Spark* in *Battles in Time* #42), and it was the image of this lumbering, bandaged creature wreathed in electrical sparks that instead inspired Mary.

However, this timeline has also been overwritten, this time by the actions of Ashad, the Lone Cyberman (see *The Haunting of Villa Diodati*).

Third Timeline:

In the third timeline, the one which currently prevails, it was the Thirteenth Doctor who arrived at the Villa Diodati and discovered that Ashad had come back in time to change the future. As a result of this temporal meddling, the previous timeline was cancelled, and it was the Lone Cyberman himself who became the inspiration for *Frankenstein*.

So, three timelines and three versions of what happened at the Villa Diodati over those critical days and nights in June 1816. Did Mary Shelley become a companion of the Eighth Doctor or just a passing acquaintance? In your campaign, you decide!

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THE VORTEX PALACE *(Sometime Never...)*

The diamond-like crystals that Sabbath (see V122) collected from the Time Lord refugee Chloe (see A32) aren't carbon. In fact, they don't match any of the known systems of crystals. Although they're not unlike silicon, they actually form an eighth crystal family. Each crystal is imbued with the alien essence of the crystalline people ruled by the Council of Eight (see V25) and was seeded prior to the Big Bang, which spread their essence throughout all matter. Throughout the life of the Universe, the crystals act as transmitters, broadcasting raw data. If any can be recovered, they can be used to triangulate where they are transmitting to, except that it is not a location within the physical universe but within the Vortex.

At the point where the transmissions meet lies the time station of the Council of Eight, sometimes referred to as the Vortex Palace. It is a lozenge-shaped artefact of the same crystalline material as the crystals themselves. Although a structure of its size would normally have a huge mass and be ripped apart by the Time Winds, the Vortex Palace is cut through with holes that are perfectly square, each section between the holes also studded with smaller square holes in an infinite regression down to the subatomic level and beyond. This makes the Vortex Palace a Menger Sponge, a fractal curve with the pattern of holes tending towards infinity, giving it an infinite surface area but zero mass.

Within the Vortex Palace, the Council of Eight monitors the whole of history, from the beginning of the Universe to its end. Having reduced the multiverse to a single timeline, they can use the data from the crystals to predict all events with near perfect accuracy, and their predictions generate the energy they need to survive the end of the Universe and collect the crystals and seed them again prior to the Big Bang. The data enables them to monitor for any threats to their predictions, any changes that might be caused by Rogue Elements such as the Doctor.

The Council meets in a chamber constructed from flat sections of pale crystal. Light suffuses the room and glints off the sloping edges of the floor that run down to a flat central area where an octagonal table stands, its edges stretched into a lozenge shape.

Around the table are eight chairs for the Council, the back of each embossed with a number, from 1 to 8, though the 8 is tilted on its side to become infinity. During their meetings, the table's surface is alive with the shifting data being received from the crystal transmitters.

Elsewhere in the Palace is a room furnished like a library. Each of its eight walls is shelved from floor to vaulted ceiling. Instead of books, its shelves are filled with hourglasses arranged at regular intervals. The hourglasses are of similar design but none are identical. Inside each, fine crystals fall from the top bowl to the lower one. Each has a name etched on its frame, and the shelves too are labelled: "Agents", "Residents", "Council" and "Others". There is one gap in the shelves, a space with no hourglass, only a crystalline plaque bearing two words: "The Doctor".

Each of the hourglasses has an owner, somebody to whom it is inextricably linked, its crystal lattice in some way matching the composition of its owner by mimicking their DNA. By manipulating an hourglass – perhaps by increasing or slowing the rate that the fine crystals fall, or by turning the hourglass upside down or on its side – the Council of Eight can manipulate the timeline of the individual it is connected to. They can be aged or rejuvenated or held in stasis. Events can be cancelled or accelerated. If an hourglass is smashed, its owner will rapidly age to death.

The hourglasses also provide the Vortex Palace with artificial time, in much the same way as artificial gravity compensates for weightlessness aboard spaceships. The hourglasses ensure that the crystalline people here age at the normal rate, that their lives are measured out in seconds and minutes and hours even though such concepts do not exist in the Vortex.

When necessary, the Council of Eight's Time Agents remove people from time, particularly if they are temporally aware and are therefore unpredictable. They are put in Schrödinger Cells aboard the Vortex Palace and exist in an indeterminate state, their timelines and lives erased and forgotten in the physical Universe. The temporal potential energy provided by these cells provides a large amount of the power that keeps the Palace stable in the Vortex. If a Schrödinger Cell is opened and the person inside removed, the timeline crystallises and there is a loss of energy. History is back on track and will be realised, so the energy has in effect already been expended.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

If Schrödinger Cell Number Eight is opened, it will release the possibility of multiple universes, and the single timeline maintained by the Council of Eight will become only one of a multitude of possibilities.

The hourglasses in the library are labelled with the names of many of the Doctor's former companions. The Council of Eight has used these to remove some of the more troublesome ones. Mel was murdered on the planet Heritage (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*). Ace was killed by George

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Limb (*ibid*), only to be replaced with a version from a parallel Earth. Harry Sullivan's fate after being bitten by a werewolf, Emmeline Neuberger (see *The Fourth Doctor Expanded Universe*

Sourcebook), hangs in the balance. Did he die? Or was he infected, possibly going on to kill Sarah Jane? And there are others. Perhaps by manipulating the hourglasses, they can be restored.

IRIS EXPLAINS: THE COUNCIL OF EIGHT'S MASTERPLAN

Oh blimey, what've they asked me to sort out now? The Council of Eight's masterplan, eh? Golly that's a tough one and no mistake! Panda, pass us another Babycham, love. This one's a real head-scratcher so I'll need a drop of liquid inspiration!

Let's get the spoiler warning out of the way first...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Ready? Right, here we go! You all remember when everyone thought the Doctor had destroyed Gallifrey? No, before that one. The first time he did it. Well, the silly sod had actually removed it from history after storing a compressed version of the Matrix in his own mind. Turns out he had to shunt his memories aside to make way for it. He didn't even recognise me (see A58) when I popped in for a cuppa and tried to put him straight on a few things!

Well, with Gallifrey gone, along with all those snooty Time Lords, something else appeared in the Vortex to take their place. The Council of Eight, sinister leaders of a crystalline people who hadn't existed 'til now. They popped up throughout the whole of time, as though they'd always been around, cheeky buggers!

The Council of Eight recruited Sabbath (see V122) to be one of their agents and sent him hopping backwards and forwards through time, sorting out temporal anomalies and dealing with things trying to escape from the Vortex. The big lummoX thought he was working for some humans who'd come back from the far future to make sure they became the new lords of time. The Council also got him to contact Chloe, a survivor of Gallifrey's destruction, and get her and her friend Jamais to displace thousands of human souls from their bodies. The poor little mite was only a child!

Ooh, top me up, Panda! This is where it gets a bit hazy. So far as I can make out, each displaced soul transformed into a crystal summat like a diamond, and Sabbath gathered the crystals in order for another Council agent, Kalicum (see V80), to surgically implant them into some poor human who would be released into the void that existed before the Big Bang. The Big Bang would disperse them throughout the Universe, and humanity would dominate time and space! It all sounds highly unlikely to me, but Sabbath were taken in by it!

Any road, turns out Kalicum had changed the genetic structure of the human so that it was the essence of the Council's people which was dispersed, not humanity's. At this point, Sabbath realised he'd been taken for a chump and turned against the Council of Eight. Too late, buster!

Now, the crystals acted as transmitters broadcasting data on a frequency that the Council of Eight was able to monitor in their des res, the Vortex Palace. In order to stabilise their existence, the Council used the data to make predictions of future events with absolute certainty in the single remaining timeline. The predictions generated the energy the Council needed in order to gather the crystals together again during the Big Crunch at the very end of the Universe so that they could go back and seed them again prior to the Big Bang. Talk about making things complicated!

The Council of Eight survived through many cycles of the Universe, knowing each time how events would unfold. Each time, the Doctor failed to change the outcome sufficiently to defeat them. Eventually one of their number hatched a plan for them to break out of the cycle and be free of the paradox. It was only when Sabbath finally realised how much of a fool he'd been that he killed himself with a Vortex Gun, an unpredictable act that caused the downfall of the Council of Eight. With the defeat of the Council, the multiverse was re-established and free once again prevails. Hooray!

And a little while later, the Doctor recreated Gallifrey using the compressed copy of the Matrix in his head and regained his own memories to boot! Bingo!

Right, I think that just about covers it. Come on, Panda, let's get this bus on the road!

Ta-ra, everyone!

GADGETS AND ARTEFACTS

ANOMALY BOMBS *(We Can't Stop What's Coming)*

The Company is proud to present to you its newest and finest product: Anomaly Bombs! Devised by our R&D Department comes a cutting edge invention for the next age of warfare: one that could be waged across the very dimensions of time itself! Potential customer, (as you can view for yourself in our included Holo-tape) we've cleverly liquidated our assets ...or accounting department, as they used to be referred to. Watch them blow their own primitive, ten thousand year old ancestors to pieces, none the wiser until they collapse in pain!

Use of an Anomaly Bomb couldn't be easier: simply plop it down at a point in space, let it simmer for a few moments, and marvel as that very second in time and the ten thousand years* prior to it become completely unreachable by any form of time machine or space traveller! Trap whole fleets, isolate star systems! Win the wars of tomorrow, yesterday!

Note: Glowing eyeballs, physical insubstantiality and begging for death are signs your Anomaly Bomb is in perfect working condition. Trying to communicate with your Anomaly Bomb will void your ten thousand year warranty.

*Custom-ordered units of time are available. The "blast radius" of an anomaly bomb is correlated to the time erased via the paradox of the Anomaly Bomb murdering their would-be ancestor. Enquire today!

ANOMALY BOMB [Special Gadget]

Traits: Stasis (Special: Activation freezes time around the bomb over the previous 10,000 years for an indefinite period and up to a planetary scale), One Shot

Cost: 4 points

ARTRON INHIBITOR *(The Banquo Legacy)*

An Artron inhibitor is a Time Lord device that inhibits the operation of anything that's powered by Artron energy. It is particularly effective against Gallifreyan technology, which is largely Artron-dependent. But beyond that, it is mainly time-capable cultures that use Artron energy extensively.

Against TARDISEs, in addition to draining their systems and preventing dematerialisation, an inhibitor inhibits the block transfer equations that make reconstitution and regeneration of the outer plasmic shell possible. By doing so, it would nullify a ship's Armour and Forcefield Traits, making it more vulnerable to attack. It would also cause the chameleon circuit to shut down, reverting the TARDIS to its default appearance. In fact, almost all the ship's systems would go offline as its Artron energy reserves are depleted, and any crew or passengers would be forced to evacuate as the environmental systems power down.

An inhibitor can also affect any lifeform which has an affinity with Artron energy. Again, Time Lords are the most obvious example here. Any within the area of effect would be unable to regenerate, and Traits such as Artron Battery and Feel the Turn of the Universe would be compromised.

Inhibitors are small devices, about the size of a chicken's egg, and can be disguised as everyday objects, usually a piece of electronic equipment. Unlike a lot of Time Lord technology, they aren't created through block transfer computations. If they were, they would disrupt their own functioning. The complex circuitry of an inhibitor is therefore more vulnerable to damage.

An Artron inhibitor requires an external source of naturally occurring Artron energy to power itself. A scar in the structure of local spacetime would be ideal, or a powerful emotional event that stirs up the local Artron fields and leaves a "resonance" in the environment.

ARTRON INHIBITOR [Special Gadget]

Traits: Area Effect (Major x3), Disable (Major: Disables anything powered by Artron energy), Fragile (Major Bad), Innocuous (Minor), Restriction – Requires a natural, external Artron energy source (Minor Bad)

Cost: 6 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BIO-PSIONIC MUTATOR (*Eater of Wasps*)

Around three thousand years into the future, during the time of Magnus Greel and the Zygma experiments in time travel (see *The Fifth Doctor Expanded Universe Sourcebook*), numerous terrible weapons were born out of the tensions between the opposing power blocs of the Supreme Alliance of Eastern States and the Icelandic Alliance. Among them is a psionic device designed by Greel for infiltration and subversion of the enemy.

This weapon is about a foot long and as thick as a man's wrist. It is smooth and black, like ebony or charcoal, and it is warm to the touch as though it's alive. Structurally, the weapon is little more than a molecularly engineered crystal lattice, ideal for storing and isolating certain kinds of psychokinetic energy. It acts as a carrier for a discrete bio-psionic energy field, a living telekinetic force with a rudimentary self-contained intelligence. "Living" in the loosest sense. "Intelligence" meaning that it's capable of acting and adapting its actions within particular parameters.

The device is intended to be inserted behind enemy lines or on an enemy world to cause havoc and destruction on a long-term basis. It's been designed to broadcast psionic energy on a particular wavelength, one which bioengineers the enemy, literally turning them into something else. The weapon is intended for use on humans but will work on many widely different lifeforms, both sentient and non-sentient. However, it will try to take control of the highest form of life in whatever environment it finds itself, the better to achieve its aims.

Coming into contact with a potential target, the device uses its psionic energy to take control of it and will begin a complete mental and physical restructuring. The victim is mutated at a genetic level into a form that is more suitable for the device's needs, one which can produce more efficient methods of spreading itself and causing maximum disruption. A significant problem is that the stress of the process often results in either anaphylactic shock or straightforward coronary arrest. Each victim must make a contest of Resolve + Strength roll against the device (which is assumed to have a total of 8 for these purposes) or take 8(4/8/L) damage.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the prototype was stolen and fell back in time to England in 1933, it initially took control of a wasps' nest. Realising that controlling wasps wasn't good enough for its purpose, the prototype used them to try to gain access to human beings. Although most died, the wasps were successful with Charles Rigby (see V21), whom they rebuilt from the inside out, transforming him into a monstrous human-wasp hybrid.

BIO-PSIONIC MUTATOR [Special Gadget]

Traits: Insidious (Major), Mutator, Psychic, Scan, Transmit, Restriction – High mortality rate of mutations (see text)

Cost: 8 points



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BONE CHARM *(The City of the Dead)*

This magical item is a small, cylindrical ivory-coloured object, its surface incised with scratchy runes. Under analysis, it can be found to have been carved from a piece of human bone. The magicians who make such charms usually carve them from their own bodies. Traditionally, the most powerful are made that way, generally from a rib, though sometimes, if there is a lot of inscription to be done, something larger is necessary, like a shin. The act of self-sacrifice is needed to empower the charm; the greater the sacrifice, the more powerful it will be.

In the case of the one the Doctor inexplicably found in a wardrobe aboard the TARDIS, it's a summoning charm, designed to endow the summoner with power over an elemental water spirit (see V155). A naiad, Nereid or undine: the beings that embody the secrets of the watery element of the universe. The runes scratched on the charm are intended to be phonetic renderings of the supposed language of the elemental to be summoned with it.

Summoning an elemental with the bone involves a ritual, including the reading of the runes. The physical forms the elementals must take on to enter our plane of existence are difficult for them to master. Often, they will manifest as a human, but incomplete or with deformities. This charm is powerful enough to bind the summoned elemental to the magician, trapping it in the physical form to do his or her bidding.

As elementals exist in a completely different relationship to time than anything mortal, the charm also has a temporal status more complex than the simple past-to-future existence of ordinary material objects. The charm found in the wardrobe allowed the TARDIS to accurately home in on it and make a precise landing to where it was/will be at a crucial point in time in New Orleans. Effectively, it summoned the Doctor to help the elemental. In addition, the Doctor didn't place the charm in the wardrobe until sometime after he found it there; a case of effect before cause.

Creating a charm requires the magician to perform a ritual, during which he or she sacrifices a number of Attribute points as they remove a bone from their own body. The magician can decide which Traits the charm will contain (subject to the GM's approval in the case of the magician being a PC).

For each point that the charm costs (using the Gadget rules), the magician must permanently reduce one of their Attributes by 1 point; which Attribute or Attributes are reduced should reflect which bone is used. The magician must also make an Ingenuity + Knowledge roll, with the Difficulty set at 9 if the charm is a Minor Gadget, 12 for a Major Gadget, and 15 for a Special Gadget costing 4 points to build; the Difficulty level increases by 2 points per additional point of cost beyond 4. If the roll fails, the magician loses the Attribute points they sacrificed, but the charm is not empowered. If it is a simple Failure (not Bad or Disastrous), a generous GM might allow that the charm contains Lucky instead of the intended Traits.

BONE CHARM [Major Gadget]

Traits: Summon (Major) – Water elementals

Cost: 2 points

**SUMMON – SPECIAL GOOD TRAIT**

A character with this Trait is able to perform a ritual to summon a certain type of magical creature, specified when the Trait is purchased. Summon may be purchased multiple times to allow different entities to be summoned.

As a Special Trait at Minor level costing 1 point, the summoned creature is not under the control of the summoner. It must therefore be persuaded, bargained with or coerced if they want it to do their bidding.

As a Special Trait at Major level costing 2 points, the summoned creature must obey its summoner. It may attempt to break free of its control in the same manner as overcoming the Hypnosis (Major) Trait.

Each use of the Trait costs 2 Story Points and requires a contest of Presence + Convince between the user and the creature being summoned.

Ritual Magic (see V79) is a pre-requisite for buying Summon.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BOOK OF THE STILL (*The Book of the Still*)

One of the exhibits in the Museum of Locks on the planet Lebenswelt (see L68) is a tome called *The Book of the Still*. It is displayed in the Still Room on a plinth on a raised dais of ebony. A helpful card propped against it reads “*THE BOOK OF THE STILL*”. Underneath, in smaller, shakier script (probably the curator’s) is written “*Origin unknown. Priceless. Please do not touch. If you’re close enough to read this, you’ll be dead in under a second.*”

The Book is bound in cracked, grey leather. It’s perhaps ten inches by ten, about the size of a hotel guest-book, and contains maybe a hundred or so pages, their edges gilded with gold leaf. Some words, also etched in gold leaf, glimmer on the cover. They seem to swirl on the surface of the Book until, after several seconds of staring, they resolve themselves into the title in a plain, nondescript font.

The pages of the *Book* are made from a superstring-reality-substratum-material like taffeta, making it incredibly strong and durable. You run a thread through the substratum of the Universe to produce a material that’s one part fabric and nine parts baseline reality. The result is flexible, malleable and has the same tensile strength as solid reality. You could use the *Book’s* pages to wallpaper over a black hole.

The owner of the Museum doesn’t know the purpose of the Book and he doesn’t particularly care. In fact, he only purchased it to have something for the real exhibits to guard, the place actually being a museum of locks and security measures. *The Book of the Still* is a safety net for time travellers. If you’re a time traveller and you get separated from your time machine, you find the Book, write your name in it and get instantly rescued by a time traveller from the future. According to protocol, the stranded time

travellers are termed Seekers, and the ones who do the rescuing are Finders. It’s a staggeringly useful artefact, but strictly speaking it shouldn’t exist.

There have been hundreds of attempts to steal the Book. Half of the prisoners on Lebenswelt are academics who’ve tried to steal it for study, another half are stranded time travellers who’ve tried to steal it so that they can write their names in it, and the other half are time travellers trying to get to the *Book* and release it back into the timelines. If the *Book* is stuck in the museum forever, no one will get rescued again. (And yes, this paragraph mentions *three halves*. It’s a crazy Universe out there!)

The origins of the Book are unknown. It is the only truly homeostatic artefact in the universe. It exists in all times and places. If this one is lost or stolen, there’s always another one out there somewhere. It also has a safety mechanism inbuilt into it to keep it available. If it is somehow locked out of the Universe or is in danger of imminent destruction (despite its indestructible nature), it will return to its last safe resting place, taking with it anyone touching it at the time.

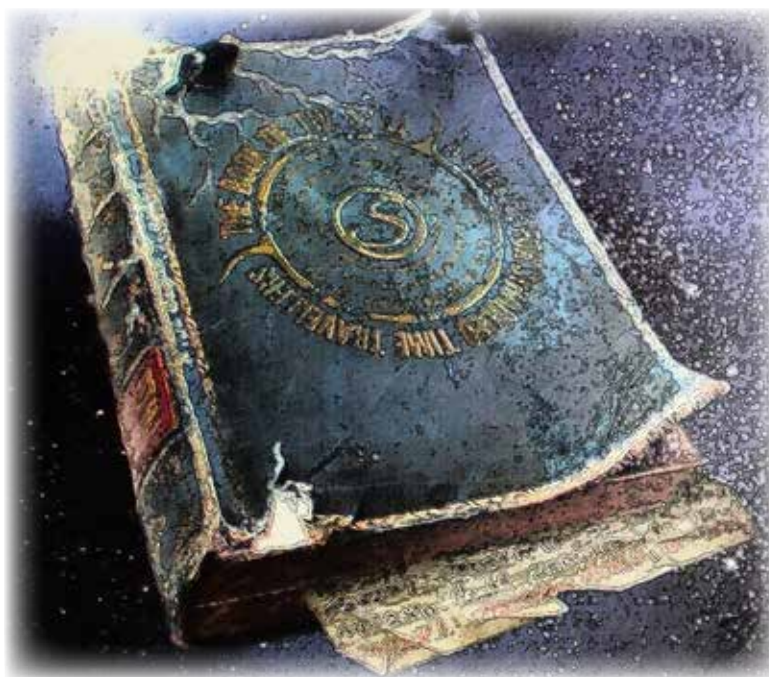
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Somebody has left information in *The Book of the Still* that reveals the existence of the Unnoticed (see V145). As a result, the Unnoticed will go to any lengths to destroy the Book before they are exposed and their very existence threatened.

THE BOOK OF THE STILL [Special Gadget]

Traits: Resilient (Special), Vortex (Restriction – No conscious control: only works when in grave danger, then takes itself and anyone touching it back to its last safe resting place)

Cost: 12 points



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BOTTLE UNIVERSES *(1st in Interference)*

Bottle universes are, as their name suggests, literally that: universes created inside bottles, albeit highly complex bottles akin to multi-dimensional Klein bottles. I.M. Foreman (see A55) created one as an experiment to see if she could make an entire self-contained environment, and Marnal (see V95) created one which had a one-to-one correspondence with our own universe and used it to track the Doctor's travels.

In general, a bottle universe looks like a standard bottle, though they are usually rather large, maybe two feet tall. Within the glass, the entire micro-universe can be seen. The bottle reacts to an observer's thoughts and will focus in on whatever they desire to see, galaxies becoming stars, becoming planets, becoming patches of land, down to individual people moving about their lives. The process of zooming in and out can be disorienting to those who aren't used to it.

An observer can influence events within the bottle to a very limited extent and usually only at a macro scale: rubbing or tapping the bottle can cause galaxies to tremble and shift slightly, or the red shift can be accelerated or slowed. But at the micro level, the people and creatures have free will. Or the appearance of free will at any rate, as their actions often match those of their counterparts in the outside universe. Not exactly perhaps, and over time there will be a divergence in events between the universes.

It is possible, in fact likely, that there are bottle universes within a bottle universe. The version of the Seventh Doctor living within I.M. Foreman's bottle universe has been observed to possess his own bottle universe. That being the case, it follows that further bottle universes within that bottle universe are also likely to exist, and so on. The sequence may be infinite all the way down. And if so, the probability of our own universe not also being a bottle universe created by beings from outside it would be infinitesimally small.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A bottle universe may be the most valuable object in the galaxy, and the Time Lords were eager to acquire one for themselves to act as a bolt-hole in the event that the War in Heaven (see A54) went against them. It transpires that, with the appropriate technology, it is perfectly possible to pass from our universe into the bottle universe and then back out again with no adverse effects. At some point in our future, the High Council slipped into I.M. Foreman's bottle universe and started to explore space-time within it. They found that the laws of time behaved slightly differently within the bottle and that they had almost god-like powers.

Meanwhile, once the Time Lords in our present had acquired a bottle universe for themselves, they unwisely secured it in the Vortex (which is separate from the Vortex of the bottle universe). But as it is a four-dimensional Klein bottle, the discrete area of three-dimensional space contained within it only remains so if

the bottle itself remains in three dimensions. If you put it in a four-dimensional space such as the Vortex, it is no longer sealed once subjected to higher-dimensional forces. As a result, the different reality of the Time Lords' bottle began to mix with ours. Not only that, but it began to leak untold amounts of unknown energy into our closed cosmos, spreading out through our Vortex. There is a theory that it was this energy which nourished the earliest lifeforms of our universe, the ones that existed before the ancestor cells from which all current life is descended, and that these earliest lifeforms evolved to become the Enemy who will oppose the Time Lords in the coming War in Heaven.

**BOTTLE UNIVERSES AND CONTINUITY**

Bottle universes provide another means of explaining away any awkward continuity problems across the various spin-off ranges, with differing continuities taking place within different bottle universes in a manner similar to parallel timelines. In fact writer Lawrence Miles, who introduced the concept of bottle universes in the Doctor Who novels, originally intended that the stories of the Virgin New Adventures (see *The Seventh Doctor Expanded Universe Sourcebooks*) would be revealed to have taken place in a bottle universe. However, this was never picked up or expanded on by other writers and the idea was quietly dropped. Nevertheless, bottle universes provide a useful tool for GMs wanting to iron out problems of conflicting continuity.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BOWSHIPS (*The Scent of Blood*)

Bowships were weapons constructed by Rassilon to fight in the Eternal War against the Great Vampires (see *State of Decay*). They fired thoracite arrows, massive stakes of incorruptible metal, to kill their undead foes. In addition, they were armed with stasers. Bowships had time travel capability.

Although designed to be piloted, the Time Lords made the bowships intelligent, which led to some problems. Some refused to cooperate and went rogue. Some unionised and refused to fight without adequate compensation and guarantees of survival. Some developed ways of dealing with Vampires that even the Time Lords hadn't anticipated.

Only thirty-four of the original seven hundred bowships returned from the war against the Vampires, but many were time-scooped to serve in the Last Great Time War.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the 1890s, the excavation of a new quarry outside of Edinburgh has awakened something that has cast an influence over the local workers. In the tenement streets, people are twisted with hate and rage, and it would be easy for a mob to turn to rioting. But many of them are showing signs of illness, limping or slouching along with bowed shoulders and an uneven gait.

In the quarry, labourers work without rest to uncover something that has been buried there for millions of years. A sharp outcrop of granite like a geological upheaval the size of a small house is surrounded by labourers trying to free it with sledgehammers and pickaxes. Whenever one of the labourers slumps to the ground, they are just as likely to be left where they lie as be helped by their comrades.

The granite outcrop is the tip of the bolt of a bowship. The bowship is not aware that the war against the Vampires has ended. Millions of years ago, it pursued a Great Vampire to Earth. They fought and the bowship crashed into the rocks and entered into a low-energy state. It has no idea how long it has slept, but now it has been awakened by the explosives used in the quarry, it has reached out with the powers it was given to influence the minds of the local lifeforms.

Bowships were designed to be difficult to destroy, though they aren't quite as invulnerable as TARDISEs. They were provided with enormous energy reserves but not infinite ones. The bowship in the quarry is massive, but it has a very rigid intelligence. It is able to detect the presence of Time Lords or Vampires, and it can communicate telepathically. If its old enemy still exists, it must be fought.

The bowship has leached energy from the local population to rouse itself from its low-energy state. Not enough to cause long-term damage, as its programming prevents that. But enough to cause bone-aching weariness, and it has controlled their minds,

making them act without choice. Worst of all, in the absence of a Great Vampire to fight, it has forced one of the locals under its control to become a murderer and rouse the others to mob rage. It has become the monster it once hunted.

BOWSHIP

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	20

SKILLS

Convince 3, Marksman 5, Technology 2

TRAITS

Alien Senses – The vampire waveform

Armour (10 points)

By the Book

Environmental (Minor) – Can survive in the vacuum of space

Flight (Major) – Including interstellar capability
(Speed in space = (Speed + Coordination) x 100)

Forcefield (Major)

Hypnosis (Major)

Last of My Kind

Natural Weapon (Major) – Vampire-Killing Bolt:
20(10/20/30) damage, Armour Piercing (ignores the first 10 points of damage)

Natural Weapon (Major) – Staser: S(S/S/S) or
L(6/L/L) against living tissue; 6(3/6/9) against inanimate matter

Psychic

Robot

Scan

Size – Huge (Major)

Telepathy

Vortex

TECH LEVEL: 11

STORY POINTS: 8

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BUG *(1st in Bounty)*

For a while early in his eighth incarnation, the Doctor stored a rather battered maroon Volkswagen Beetle in an alcove off the TARDIS control room, near the library. Nicknamed the Bug and bearing a customised number plate that reads “Y2K”, the poor thing is covered in dents and scratches. It’s often in the middle of the Doctor’s latest repairs, maybe a door removed for a bit of panel beating or the dashboard hanging loose. Strangely, neither front nor rear bonnets seem to contain an engine. Sam Jones speculated to herself that the car probably ran on phlogiston and Shredded Wheat rather than anything more conventional.

Despite external appearances, the Bug is usually roadworthy, and it’s protected by a forcefield added by the Doctor. It’s quite cramped inside, but it can provide a nippy ride (though not significantly beyond the capabilities of a standard VW Beetle). The Bug’s boot is a treasure trove of useful and not-so-useful items. Anything from a torch to a tea urn, or a crowbar to a tin of toffees might be found inside it.

Although it would seem impossible for the Bug to be able to fit through the TARDIS’s police box doors, the Doctor often takes it out for a jaunt. The brakes might squeak a little, but the Beetle never really complains. It fits the Doctor like a comfortable slipper, and for a time traveller who visits Earth on a regular basis, it’s

useful to have a vehicle that doesn’t seem out of place over a period of up to a century, maybe longer.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The original maroon Bug met an unfortunate end at the hands of Faction Paradox (see *V50*), who melted it down and made sure its own steel was used to build it, creating a causal loop. The Doctor then owned an S-reg Mini Metro with an old Volkswagen “VW” badge glued to the bonnet. It didn’t last long though, as one of his companions left a note on it which read: “IT’S JUST NOT THE SAME, DOCTOR. GET RID OF IT.”

Later in his eighth incarnation, the Doctor acquired another purple Beetle. This one had the registration “WHO 8” and was left in London in the 1970s. It was still in storage there in 2020 when the Doctor was stranded on Earth for a while, but he decided to loan it to a friend rather than use it himself, due to the high maintenance costs.

THE BUG**Armour:** 4**Hit Capacity:** 6**Speed:** 5**Traits:** Forcefield (Minor), Resourceful Pockets, Travel**Story Points:** 3

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE COLD (*Interference*)

In the late 1990s, a new product started appearing at those weapons' fairs hovering on the border between legality and illegality. It was called the Cold, and it came in little spray cans, just like Mace. In the demo video, a soldier sprays it over an assailant who then disappears, piece by piece, a thick black skin forming over his body, taking whole chunks out of his flesh as it spreads. There's no blood, no sign of injury. Just clean, effective removal. Finally, the skin itself disappears, eating itself into oblivion. A closer inspection of the video reveals shapes dancing across the skin, like eyes and mouths and teeth.

According to the brochure, the assailant had been taken out of existence, chewed up by the Cold and put into stasis. He now exists outside of normal reality and can be retrieved at the user's discretion. The Cold can devour anything it comes into contact with, whether living or dead, organic or inorganic. Retrieval requires special equipment and another application of the Cold to create a threshold, a solid rectangle of static through which anyone and anything swallowed by the Cold can be regurgitated, becoming whole again, piece by piece.

With the application of more technology, the static thresholds can also be used as transmat portals. But this isn't standard functionality and isn't for sale at the weapons' fairs.

The people selling the Cold aren't exactly alien, but they're not from Earth. They're the Remote (see *V119*), descendants of human colonists from the future who were corrupted by Faction Paradox and taken back in time to set up a new home for themselves in Anathema in the 18th Century. According to the Remote, you don't age while you're in the Cold, as it exists outside the normal spacetime flow. Time still passes though, so you still add the duration you're in there to your age. But physically, you come out exactly as you were when you went in. People who have spent time in the Cold have reported it speaking to them.

The Remote have known about the Cold for a long time, from Faction Paradox (see *V50*) before they were taken back to the 18th Century. But they've only just thought of turning it into an antipersonnel weapon. They also use its shed skin, kept in check by a restraining field, to make blank shadow masks and jagged plates of armour which protect them from the Cold. The Remote can explain that anyone swallowed by the Cold is just floating on its skin, stuck in the membrane between our world and the universe in which the Cold actually exists. They think of the Cold as one of the fundamental forces, but one which doesn't exist in our universe. It's one of their loa, a god who was sealed away outside the universe by Rassilon, and it speaks to them in their transmissions.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Contrary to the Remote's beliefs, the Cold isn't a god-like creature from another universe. It's actually a semi-sentient validium-based weapon (see *The Seventh Doctor Sourcebook*) created by

the Time Lords. The Remote city of Anathema (see *L5*) is built on the side of a planet-sized Gallifreyan warship that's been heading towards Earth at sub-light speed for the last three billion years. At its core is a mass of Cold. The Cold has been interfering with the Remote's transmissions, which they obsessively monitor via their earpieces.

Long-term exposure to the transmissions has caused genetic change and rendered the Remote sterile. But the Cold has been using the transmissions to programme the Remote to do its bidding. It wants them to activate it and release it into the universe.

While inactive, the Cold can just pull anything it touches onto its membrane, where they remain unharmed until they are retrieved. If it is activated, it can pull anything fully through and into another universe, destroying it utterly. The mass inside the Time Lord warship is capable of taking out entire planets. When the ship reaches the Earth in 1996, the Time Lords will want to see how the War in Heaven (see *A54*) is going before they decide whether or not to activate the Cold. If they do activate it, the Earth will be destroyed, causing enough damage to the causal nexus that both the Time Lords and the Enemy (and pretty much everything else in the universe) will also be destroyed. It will be the ultimate act of mutually assured destruction.

But the Cold wants the Remote to remove the defensive shields containing it and activate it irrespective of the Time Lords' decision. Like many of the Faction Paradox rituals the Remote follow, they can't really remember why they want to do this. They believe they will be bringing one of their loa into the universe, and that's all they need to know.

**COLD SPRAY [Major Gadget]**

Traits: Delete (The Cold can delete living beings as well as inorganic matter), Teleport, Restriction – Retrieval of deleted objects and Teleport both require the use of special equipment

Cost: 2 points

THE COLD [Apocalyptic Gadget]

Traits: Delete, Heart of a Black Star, Immoveable Object, Insidious (Major: Transmitted data), Transmit, Unstoppable Force

Cost: 15 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DAXAMOIL SUITS *(The Bodysnatchers)*

Before use, a daxamoil suit resembles a large sheet of transparent jelly-like material that seems to shimmer iridescently, almost as if it's alive. Once you put it on, it moulds itself instantly to your shape. It's self-sealing, flexible, waterproof and fireproof, and it automatically keeps the body of its wearer at the optimum temperature required for their particular species. The suit extracts from its own material whatever atmospheric chemicals its wearer normally breathes, acting as a respiratory system.

The main limitation is that after three or four hours of use, the more chemical elements that the suit donates to the wearer to allow him or her to breathe, the more brittle and opaque it becomes. In the end, the suit simply deteriorates, flake by flake, like dry skin.

To put a daxamoil suit on, you just shake the sheet of material out

and wrap it around yourself like a blanket. The daxamoil does the rest, flowing over the wearer, adhering to the skin and clothing, even pressing against the eyeballs and lips and rushing up the nostrils. The sensation is not as unpleasant as you might think, merely peculiar. Within seconds, the wearer is encased in a jelly-like epidermis so thin and light it's only detectable by its plastic gleam.

Removal of a daxamoil suit can be quickly accomplished by spraying an otherwise harmless chemical over it. The suit turns brittle and milky in appearance, allowing the wearer to tear it off and step out of it, like a snake shedding its skin. A small spray canister of the chemical is normally provided with each suit.

DAXAMOIL SUIT [Major Gadget]

Traits: Environmental (Minor), Immunity (Fire-proof), One-Shot (Degrades after 3-4 hours)

Cost: 2 points

DREAMSTONES *(Dreamstone Moon)*

In the 23rd Century, dreamstones have pretty much replaced bio-electric connections (BELs) to enhance dreaming. Before the discovery of dreamstones on the so-called Dreamstone Moon (see L35) of Mu Camelopides VI, professional dreamers recorded their dreams as General Intelligence Portable Thought Files (GIPTFs or "gypts") for other people to play back in their heads. But BELs needed to be surgically implanted, whereas you can just put a dreamstone on your pillow. And anyway, as the advertising slogan says: "Dreamstone Dreams are Better Dreams".

Dreamstones are crystalline stones that glow in yellows and glittering blues. They are mined, batched by area, samples tested, and the rest of the batch priced accordingly. Until the tests are carried out, there is no way of telling how valuable each dreamstone might be. They might be practically worthless or priceless beyond measure, according to their potential for stimulating dreaming.

The problem is, despite the marketing of the Dreamstone Moon Mining Company, more and more people have started to experience nightmares while using dreamstones. Officially, "bad" dreamstones are extremely rare. But the reality is different.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Dreamstone Moon is alive, and the dreamstones are parts of its brain. It is sentient but not intelligent. The mining is slowly killing the Moon and it is terrified. The dreamstones establish a mental connection between their users and the mind of the Moon, which is how they enhance the dreaming experience. The Mining Company is aware that the Moon is alive, but they have hushed this up so that they can continue to carve it up for their profit.

The obvious inference is that the fear that the Moon is feeling is creating the nightmares. In fact, this is incorrect. The nightmares are unwittingly generated by a professional dreamer called Anton, whose livelihood has been ruined since the discovery of dreamstones. Since he tried using the dreamstones himself, the Dreamstone Moon has established a link with his mind, making him part of itself. It is Anton's anger which is generating the nightmares. The Moon has been learning how to control him and get him (and others falling under its control) to kill.

**DREAMSTONE [Major Gadget]**

Traits: Networked (Major: The Dreamstone Moon)

Cost: 2 points

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EYE IMPLANTS *(Seeing I)*

Much of the population of Ha'olam (see *L51*) has had an eye implant fitted, a product of INC, the largest corporation and employer on the planet. From outward appearances, it looks like a contact lens, but one covered in tiny blue patterns that glow in the dark as a circle of actinic blue light. The implants allow those who have them to interface with DCNet, the company's computer network, and with many other INC computer systems on Ha'olam.

When using their implant, a user sees a heads-up display hovering in the air in front of them. Users are able to navigate through DCNet and its systems using the implant. They can also contact all other users who are logged into the network. They can sort of hear all the discussions going on without having to read them, and the brain processes the information faster than they could be consciously read. The implants are hundreds of times safer than the old synch-op links (see *Warriors of the Deep*) and hundreds of times faster too.

INC offers the implants to their clerical employees for free, though there are always a few cyberluddites who refuse them. Those with an eye implant are more qualified for promotions and can command higher salaries than those without.

The implants first appeared around 2190. First the interfaces, then the direct implants. All the INC execs could suddenly interact with their systems and with one another, make decisions fast as electricity. Even their button pushers could work a hundred times

as fast, and no brain-burn from old-style neural implants. It gave INC the edge.

For those who don't have an eye implant, many models of datatableView have a retina-reader lens instead, but these are slow in comparison.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The eye implant technology is way ahead of its time. It is actually based on Gallifreyan technology planted on Ha'olam by the I (see *V71*) in a supposedly crashed alien spaceship long before the arrival of any human colonists.

When the Doctor was imprisoned on Ha'olam for investigating it, he was fitted with a different type of implant. This "I implant" was more like a tiny living thing attached to the blood vessels in one of his eyes. He could occasionally see it moving in his reflection in the mirror, but the implant wasn't comfortable being watched.

The prison was operated by INC and the implant allowed them to see and hear through the Doctor. It couldn't read his thoughts, but it could spy on him and control him. If he tried to tell the other prisoners about it, he would forget how to speak. The words would stick in his throat and he would be left sitting there with a bewildered expression. Any prisoner with an I implant could be switched off like this if they ever made an escape attempt.

EYE IMPLANT [Major Gadget]

Traits: Control (Minor: INC-compatible systems), Networked (Major; Restriction – Only with those interfacing with DCNet)
Cost: 2 points

I IMPLANT [Special Gadget]

Traits: Hypnosis (Major), Scan, Transmit*
Cost: 4 points*

*Note that the Traits are only usable by INC (and the cost is paid for by INC), not the prisoner with the I implant.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

HALCYTONE *(To the Slaughter)*

Halcytone! The intelligent paint that's FUN to watch dry!™

Halcytone is a paint product that was created in the early 24th Century by celebrity *decoratiste* Aristotle Halcyon (see A27) and manufactured and distributed by Falsh Industries (see V57). When applied to a surface, its colour changes and forms patterns and symbols that become more beguiling the longer you look at them. The patterns are generated by nano-optic particles in the paint base. They generate an infinitesimal current that changes the colour of the paint as it dries. The random-pattern generator continues to function when the paint is dry, and since the paint particles are constantly being revived and regenerated by the programmed current, the colours can never fade. As the commercials say, you can never get tired of Halcytone!

The product quickly caught the public imagination. It has made a lot of money for Falsh Industries and for Aristotle Halcyon. The paint gave Halcyon the platform and the finances he needed to raise his artistry to another level.

The nano-optic particles aren't particularly harmful to the touch. But if someone were foolish enough to bathe in Halcytone, the current generated by them can start to influence the nerve-endings, causing headaches, fatigue and nausea.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Halcytone is actually the creation of Arnauld Klimt (see V5), a scientist conducting illegal weapons research for Falsh Industries. It's a by-product of his experiments with a species of space slugs that can inflame human aggression. The application of Halcytone

to the slugs disarms their abilities.

The effect of Halcytone on humans is more insidious than causing headaches and nausea. Watching the changing colours and patterns is engrossing to the point that it puts the mind into a state of sensory torpor, making it malleable and primed for hypnotic suggestion.

Robert Falsh, the head of Falsh Industries, is well aware of this. In fact, he has had his scientists enhance Halcytone so that its particles are nanoscopic and capable of transmitting images and sound from its vicinity, with different batches broadcasting on different wavelengths. With the use of a translation visor set at the same frequency as a particular batch of the paint, a person can see and hear whatever the Halcytone particles pick up. A simple tweak of the receiver lets the user switch views.

Falsh have used Halcytone in the decoration of their fleet of FILOC-Ps (Falsh Industries Luxury Orbiting Conference Podules), small space station intended to be rented out to other commercial interests, including Falsh's own rivals. The Halcytone will enable Robert Falsh to gather information for insider trading without suspicion. He can also spy on his competitors, and if he doesn't like what he hears, he'll be able to influence their decisions.

In fact, Aristotle Halcyon is the Earth President's favourite *decoratiste*, and once her office is decorated with Halcytone, Falsh will be able to spy on the highest level of government and ensure the "correct" decisions are made.

HALCYTONE [Major Gadget]

Traits: Hypnosis (Major), Restriction – Anyone unable to perceive violet has a +2 bonus to resist the effects of Halcytone, Transmit

Cost: 2 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE IMAGINEUM *(DWM – Endgame)*

Built centuries ago by an ancient race of alchemists, this mirror fell to Earth in a crashed spaceship that was looted by the Templars. In turn, these Templars were 'employed' by the Celestial Toymaker as henchmen, and the mirror was put to work. Put simply, the Imagineum makes artificial copies of people, but ones with wooden skin and big red spots on their cheeks to represent rosiness. They act like whoever their form is copying at first, only activating sleeper programming when in place to achieve a pre-programmed objective. Naturally, the effect is extremely uncanny. The mirror makes a sharp and loud cartoonish gleaming noise when activated.

It's unknown just how much of the mirror's effects are due to the Toymaker's tampering, or if it fits his playhouse aesthetic by sheer coincidence. It seems to be as fragile and easily destroyed as a normal mirror, even when in the Toymaker's realm.

The Imagineum needs a medallion-like focus placed into it to work at its full power, at which point it can create copies of individuals who are physically much larger than the originals and have personalities that act as distorted parodies of them, even possessing a superiority complex over the originals. Still, their personality traits can be appealed to, and the Doctor convinced his own duplicate to turn on the Toymaker due to their shared driving desire for freedom, and the Toymaker's own copy trapped the original in a stalemate of game-playing.

THE IMAGINEUM [Major Gadget]

Traits: Replication, Restriction – The duplicates are large wooden dolls rather than identical to their subjects and have modified stats

Cost: 2 points

**DOLL DUPLICATE**

For a standard duplicate, replicate the target character's stats, then add another point to Strength and the Traits Alien Appearance, Enslaved and Tough.

For a larger duplicate, replicate the target character's stats, then add three points to Strength and the Traits Alien Appearance, Arrogant, Enslaved, Tough and Size – Large (Minor).

You may wish to give larger Doll Duplicates Traits that exaggerate aspects of the original's personality, such as changing Minor Traits to Major Traits.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE JONAH *(1st in The Adventuress of Henrietta Street)*

When Sabbath (see V122) unveiled his steam-powered battleship *The Jonah* in the dockyards of Manchester in the early 1780s, it was more than fifty years ahead of its time in terms of structural design. It isn't large for a battleship, being only twenty yards long and no more than a dozen across, and it's a thing of blunt-nosed efficiency rather than grace. But it's the fact that the ship is constructed of metal which is the unusual aspect, with grey, overlapping plates that look black in the water, and a black rail running around the smooth iron deck. Overall, *The Jonah* seems to be a thing of darkness, having a dark, jagged silhouette, like something out of a gothic fantasy.

The Jonah has no sails. There are four metal domes welded to the surface of the deck, laid out in a square, each one seven feet tall and housing stairways that lead down into the ship's guts. Cannons are mounted along each side, giving the appearance of teeth. In 1782, *The Jonah* is like no other ship on the face of the Earth.

The spaces below the decks are dark and filled with a kind of humming in the walls, at odds with the creaking to be found on the wooden ships of the day. The noise, vibration and all-pervading smell of gunpowder is disorientating to those unfamiliar with them. Closer to the heart of *The Jonah*, it grows lighter, revealing dirty steel walls held together by big bolts and lines of purest black, the pipes through which the oily life-blood of the device flows. It is not unlike being in the heart of a throbbing, black machine. Most impressive is Sabbath's map-room, a chamber without portholes whose alcoves are filled with icons and which is dominated by a huge map of the world on one wall.

Sabbath's crew can be found in the galleries and platforms set around the halls of the central chamber. Not a human crew, but a crew comprised of apes wearing uniforms in parody of the Royal Navy, gargoyle-leering babewyns (see V7) that Sabbath has recruited from an alien dimension. When in motion, four of the apes "man" the deck, one of them acting as lookout, screeching and cackling to those below.

Sabbath is reputed to have inscribed a magic word on the reverse of every steel plate on board *The Jonah*, a word which enables him to navigate the ship beyond our reality and into other dimensions. At first, *The Jonah* seems to be a normal sea-going vessel. But as Sabbath's extends his understanding of the rituals needed, the ship can simply vanish from the world at will, appearing elsewhere.

Initially, Sabbath had his limits. He needed to anchor himself to the Earth in order to retain his integrity while travelling beyond it. Without this, he began to sense a lack of cohesion, feeling as if the Earth would no longer acknowledge him and that he would cease to exist. But after he was anchored, he could begin to extend his reach, visiting realms beyond the normal range of a mariner in much the same way as the Time Lords – the elementals, as Sabbath calls them – did in their TARDISEs. It was when Sabbath finally extracted the Doctor's second heart and transplanted into his own chest that he achieved full mastery (see V123); perhaps it provided him with the symbiotic nuclei he needed to protect himself from dissolution in the Vortex. Since then, *The Jonah* has been like an extension of Sabbath's will.

Like a TARDIS, *The Jonah* also has a form of disguise, allowing it to cloak itself from view, preventing onlookers from noticing it. Initially more akin to a perception filter, it is later fitted with a chameleon circuit.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Jonah was designed and built by Octan of the Council of Eight (see V25), Sabbath's hidden masters.

THE JONAH**Armour:** 10**Hit Capacity:** 20**Speed:** 6***Traits:** Face in the Crowd, Travel, Vortex**Weapons:** Cannons – 10(5/10/20) damage**Story Points:** 12

*Materialised.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MANUMITTERS *(Benny's Story)*

Manumitters are an example of illegal Gallifreyan technology, regarded by most Time Lords as anti-TARDIS weapons used by saboteurs. On Gallifrey, they're kept under lock and key, but occasionally somebody manages to smuggle one out.

A manumitter is a device designed to sever the telepathic link between a Time Lord and their TARDIS. It requires two people to operate it properly, and it should only be used when a TARDIS has been completely powered down. To do so while a TARDIS is still operational would be a little like separating a fighter plane from its pilot in mid-flight: reckless and more than a little dangerous!

A manumitter shouldn't be attached to the TARDIS console without inputting coded shutdown protocols, otherwise the TARDIS is likely to fully activate whatever defences it has, such as the Hostile Action Displacement System or the Defence Indeterminate Timeloop Option (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*).

The links between Time Lord and TARDIS go deep into many dimensions and exist in the realm of the mind as well as matter. The stresses of operating a manumitter incorrectly can tear holes into other dimensions and universes, through which all manner of extra-dimensional threats can come. Creatures not of this reality

that will be only too eager to use a brand new universe as their hunting ground.

Using a manumitter involves attaching it to the TARDIS console and making a Difficulty 18 Ingenuity + Technology roll (remembering to apply any adjustments for the difference in Technology Level, a manumitter being TL 10 tech). Operating it without first shutting the TARDIS down results in a -4 penalty to the roll, and any result worse than a Good success will activate the TARDIS's defences.

Success means that the telepathic link to the TARDIS's usual pilot has been severed, and the TARDIS gains a System Fault (Minor) and has a -2 penalty on all rolls to pilot it until the damage is repaired and the link restored. A simple Failure means that the telepathic link is only temporarily severed and the TARDIS gains the System Fault and -2 penalty for a single adventure only. A Bad failure means the manumitter has had no effect, and a Disastrous failure means that the manumitter has opened up dimensional holes between our reality and another.

MANUMITTER [Major Gadget]

Traits: Special – Correct use of this device severs the telepathic link to the TARDIS's usual pilot (see text); Restriction – Requires two operators (or has a -2 penalty to use)

Cost: 2 points



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“MURDERING ART” BY TOULOUR MARTINIQUE

(Demontage)

Murdering art (the lower-case “a” is intentional) is the final work of the late 26th-Century artist Toulour Martinique. The subject matter and execution of the painting is disturbing, as are the circumstances surrounding it. It is a grotesque depiction of Martinique himself standing in the middle of his studio, with a masked figure pulling his head back by the hair, and another drawing a knife across the exposed throat. A line of red follows behind the knife and a viscous cascade of blood can be seen running down from the side of the wound and forming a puddle on the wooden floor. The title, *Murdering art*, is inscribed in the picture itself.

The most disturbing thing about *Murdering art* is that it seems to have predicted Martinique’s murder, as he was found dead the day after he completed it, apparently having been killed by identical means. The picture wasn’t discovered until later, its paint still wet, and the authorities say that the unknown killers must have found it when they broke into his studio and decided to murder him in the manner depicted.

Like almost all of Martinique’s art, the picture has a three-dimensional aspect to it. The basis for its creation is a scanner which utilises technology similar to the datalisation of a matter transmitter. It scans its subject from the inside out, for example including internal organs in human subjects, to build up the elements to be included in the final work. The artist then manipulates these elements to compose and combine them to achieve their vision.

Murdering art is not the only one of Martinique’s works to have a disquieting effect on the observer. He was famous for including sinister figures lurking in the backgrounds of his pictures, which are only noticed on close examination. They are grotesque, misshapen creatures, barely visible but once seen, they alter one’s perception of the paintings. For Martinique, the devil was literally in the detail.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Toulour Martinique suspected that he was going to be murdered by Tullius Gath and Henri Blanc, respectively a former protégé and his main sponsor, to drive up the value of his works. So he painted a self-portrait, using a secret development of the scanning technology to create a living copy of himself. When he died, the copy emerged to paint the murder scene, the full title of the work being revealed as *Murdering Martinique* if the painted-over letters are restored. Although the original Martinique is dead, the copy lives on within the self-portrait and can emerge at the appropriate time.

In a similar manner, Gath and Blanc are able to summon the diabolical creatures from Martinique’s other paintings. They can also use the technology to trap living people within the art

PAINTING DEMON



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

SHILLS

Athletics 3, Fighting 3, Subterfuge 2

TRAITS

Alien
Alien Appearance
Fear Factor 2
Natural Weapon – Claws: Strength +2 damage
Tough
Weakness – Paint stripper and similar chemicals inflict L(4/L/L) damage against a demon

TECH LEVEL: N/A

STORY POINTS: 1-2

(requiring Ingenuity + Technology rolls). When an exhibition of Henri Blanc’s collection opens on Vega Station (see *L100*), they begin to use the creatures to cause chaos and implicate the Canvines (see *V14*). The creatures from the paintings are tough but not invulnerable and, if injured, the wounds reveal them to be painted canvas.



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OM-TSOR (*Revolution Man*)

Om-Tsor is the name given to a “miracle flower” once secretly cultivated by the lamas of a monastery in Tibet, after the valley in which they discovered it. Its real name is *Rubasdpojfaew*, or at least that’s the nearest to the correct sound that most humanoid species can manage. It has powerful telekinetic properties and is used by the non-sentient brachiopods of Tau Ceti Minor to help them catch their food. It doesn’t usually have any effect on sentient beings, but it seems that both humans and Time Lords are able to use it to gain powerful psychic abilities. How Om-Tsor came to be growing in a remote, high valley in the Himalayas is unknown.

The flower is like a carnation, pink and red, the ragged patterns and folds of its petals as intricate as a fingerprint. When processed, it becomes ice-white flakes which need to be immersed in hot water before use. The liquid fizzes and glows like celestial lemonade and feels ice-cold even when near-boiling water is used.

When drunk, the liquid numbs the throat, and the user’s mind is quickly overcome with colours, numbers and lights. They experience dream-like visions of flying over the world like a giant in the sky, looking down on everything. In fact, the mind is having an out-of-body experience, leaving the physical form behind as it rides through the air.

While in this state, the astral form can interact telekinetically with the physical world, wielding almost unimaginable strength, able to crush rock or lift massive weights by thought alone. Without care, they can easily cause death and destruction. Om-Tsor is very powerful, but it is also addictive.

Centuries ago, the Om-Tsor was used by the monks who discovered it to create a paradise in the high valley, which became home to the highest holy place on Earth. When the Chinese invaded Tibet in 1950, they didn’t at first know the monks were there. But they found the valley during the crackdown of 1959, so the monks burned the Om-Tsor plants to prevent them falling into the wrong hands. The monks were thrown out of their monastery and had to leave the valley. A few of them managed to smuggle samples of Om-Tsor out with them, and by the mid-1960s some of it has been acquired by Western travellers seeking enlightenment in Nepal (see V41 and V73).

OM-TSOR [Special Gadget]

Traits: Addictive (Major), Astral Projection (see *The Third Doctor Expanded Universe Sourcebook*), Attribute x6 (+6 Resolve), Psychic, Telekinesis

Cost: 10 points

**ADDICTIVE – MINOR/MAJOR BAD GADGET TRAIT**

A Gadget with this Trait has an addictive quality. The Trait is particularly applicable to drugs, but it can also be applied to technology which is habit-forming or causes obsessive behaviour.

At the Minor level, each use of the Gadget requires the user to make a Difficulty 9 Resolve + Strength roll (with a cumulative +1 to the Difficulty for each subsequent use). If the roll fails, the user gains a Dependency at the Minor level. Until they are cured of the addiction, they will suffer a -2 penalty on all rolls if they do not use the Gadget again every 24(36/24/12) hours thereafter.

At the Major level, the Difficulty is 12 (again having a cumulative +1 for each subsequent use). If the roll is failed, the user gains a Major Dependency. Until they are cured, they suffer a -4 penalty on all rolls if they do not use the Gadget again every 12(18/12/6) hours thereafter.

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PAD *(Trading Futures)*

When Fitz (see *A10*) was taken prisoner aboard an Onihr (see *V113*) ship, he managed to obtain one of their control boxes. These are grey devices about the size of a packet of cigarettes, with only four buttons. They don't, however, have a display screen. Onihr have a highly developed sense of smell and, by default, their control boxes generate olfactograms instead of visual information. To a human, it seems as if they spray a scent into the air, which isn't particularly helpful. But the limited number of buttons means that even pressing random sequences will eventually switch the box over to its voice interface setting. This requires a successful Ingenuity + Technology roll at Difficulty 18 (as per the Unfamiliar Interface Trait). Once on its voice setting, the control box speaks in a polite manner with a pleasant, male, vaguely Celtic (to Fitz's ears) voice. It also then generates standard holographic images rather than olfactograms.

One of the box's buttons controls the holographic disguises the Onihr use when infiltrating other worlds. Another sequence of button presses controls its teleportation function, allowing the operator to teleport around or to and from Onihr ships (which are ridiculously large for navigating on foot). The control box also provides a scanning function and an interface into the Onihr databanks.

Once he had got the hang of it, Fitz decided to call his control box Pad, while it continued to address him as "sir". Fitz found Pad extremely obliging and helpful with information about the Onihr ship and its weaponry. When he asked questions which the box found irritating, Pad's voice took on a slightly impatient edge.

Although Pad was only a basic control interface, it seemed to have a personality of its own, albeit one of calm and obedient efficiency. It claimed to have no sense of self, but became curiously eager to let Fitz know when it could teleport them both out of danger! Sadly, Pad was blasted to pieces moments after uttering the unfortunate phrase "*I look forward to serving you again, sir.*"

PAD [Major Gadget]

Traits: Data Storage, Scan, Shapeshift (Minor), Teleport (Restriction – Limited to within or to/from an Onihr ship/facility), Unfamiliar Interface (Major) **Cost:** 2 points

THE RELIC *(Alien Bodies)*

The artefact usually referred to only as "the Relic" is reputed to be the corpse of the Doctor's final incarnation housed in a casket made of silver and roughly the same size and shape as a coffin. Its sides are perfectly smooth and its lid is engraved with two carefully carved Greek letters. If the casket truly contains the Doctor's remains, these are presumably "Theta Sigma", but this is unconfirmed. The casket glows, but the glow only lights the casket itself, the light somehow failing to reach the space around it.

The Relic has a rather convoluted history, but it ended up in the possession of an unscrupulous rogue by the name of Mr Qixotl (see *L96*). Qixotl decided to auction the Relic off to a very select group of bidders, including representatives of Faction Paradox (see *V50*), the Celestis (see *V19*) and the Daleks. The Relic is extremely valuable to these parties for a number of reasons. Firstly, it contains the Doctor's biodata, which was enhanced throughout his long life and therefore contains some very interesting and useful bits and pieces. Secondly, the biodata also contains a lot of information that was – or will be – lost during the so-called War in Heaven (see *A54*) fought between the Time Lords and a future Enemy. Knowledge and experience that the Doctor accumulated during his life was codified within his biodata and may be accessed by those with the technical skills to do so.

Most Time Lords are supposed to be telepathically active after death due to residual psychic power. But the Relic seems to be positively hyperactive, reaching out to anyone who can hear it with a kind of telepathic distress call.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Mr Qixotl would deny it hotly, the pedigree of the corpse within the casket isn't as cut and dried as everyone seems to think, not by a long chalk. Whilst it's true that the body was pulled out of the ruins on Dronid, the place where the Doctor is reputed to finally die, Qixotl knows who put it there and why. But he's not telling!

BIODATA

In every cell of every organism in the universe, there's a mine of information waiting to be accessed. Not just DNA; biodata goes far deeper than simple genetics. The Doctor described biodata as a computer programme that records everything about your life. Everything that happens to you. Everything you do. Your whole timestream. If you know how to read it, you can discover the most remarkable things from biodata. If you know how to manipulate it, you can change a person's appearance, their genetics, even their history. If you change their biodata, you can change their present, their past, their life. In theory, you can edit out certain events in their history or replace them with new events.

In the 21st Century, the human race doesn't really have much need for advanced biodata technology. Genetics is the limit of human knowledge at this time, which is only one part of the biodata matrix. But Time Lords know all about it and have certain mechanisms built into their own biodata, making them very sensitive to distortions in the biodata around them. Much of the High Council's technology is protected by security systems based on biodata codes.

**THE RELIC [Special Gadget]****Traits:** Data Storage, Trade Value (Special)**Cost:** 4 points**REMOTE RECEIVERS** *(Interference)*

The Faction Paradox-affiliated Remote (see V50 and V119) are highly dependent on the transmissions they receive via earpiece receiver implants. Over generations, Faction Paradox used these to manipulate the Remote, making their thoughts pliable by the information broadcast to them. The receivers allow the Remote to pick up or send out any signal (TV, radio, phone lines, etc.), or block or alter such transmissions with an Ingenuity + Technology roll (with Difficulty starting at 9). Receivers are advanced and adaptable transmitters and can even do things such as alter the broadcast of every TV in a hotel, or spy on a phone call from the other end of the planet. The only limitations are the user's imagination and the GM's discretion.

Although the receivers are normally fused to a hole in the Remote's ears, they can easily be attached to the heads of non-Remote by such crude methods as tape or strapping. However, any non-Remote doing this must make a Difficulty 15 Awareness

+ Resolve roll each time they plug into a receiver to avoid being affected by the surreal and sometimes hallucinogenic side-effects of receiving broadcast transmissions, which make the physical world seem somehow less real, as if watching a TV show. On a simple Failure, the user has a bad trip and has a -2 penalty on all rolls until the receiver is removed. On a Bad result, the penalty is -4, again lasting until the receiver is removed. On a Disastrous result, the user is Stunned as the signals re-enact their memories, and they remain that way until someone removes the receiver for them.

The Remote are themselves so used to the receivers that they no longer need to make this roll.

REMOTE RECEIVER [Minor Gadget]**Traits:** Transmit (see text), Restriction – Possible side-effects for non-Remote users (see text)**Cost:** 1 point

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SONIC SUITCASE (*Father Time*)

By the 1980s, the amnesiac Eighth Doctor has been stranded on Earth for almost a century, waiting for his TARDIS to regenerate. Although he has lost almost all his memories, he has retained enough residual knowledge to develop a device he has called the sonic suitcase. This is to replace the sonic screwdriver he lost during the Second World War, the secrets of whose design are forgotten by him.

The prototype consists of a couple of car batteries lashed together with black tape, a TV aerial and a couple of old radios nestled in a battered suitcase. It generates ultrasonic sound waves to unfasten screws and open locks.

The later version is smaller and fits inside a leather briefcase, though the Doctor still calls it the sonic suitcase. This version incorporates components salvaged from a flying saucer.

Despite the components jammed inside, each version of the sonic suitcase still has enough room for the Doctor to use it to carry a surprising variety of useful – and some less useful – odds and ends, including his potable phone.

**SONIC SUITCASE [Minor Gadget]**

Traits: Open/Close, Resourceful Pockets, Restriction – Cannot open deadlock seals; the prototype version also has Bulky (Minor), but this makes no difference to the cost

Cost: 1 point

STATTENHEIM SUMMONER (*Tooth and Claw, The Fallen*)

Visually, the Stattenheim Summoner is a completely ordinary tin whistle. Barely longer than an index finger, it dangles from a small chain. In reality, it's capable of a technological feat that most species could spend their entire lifetimes failing to replicate.

All you need to do is blow through it, and with a mighty "PHEEP!" a TARDIS materialises nearby, even if it had just been travelling through the Time Vortex!

While most details about this seldom-seen whistle are vague, its name ties it to the Stattenheim Remote Control typically used by Time Lords on council-approved missions (see *The Sixth Doctor Sourcebook*).

Could the whistle be created by Time Lords as a more stripped-back version for less trustworthy agents? Was it designed by the Doctor himself, based on vague memories of the remote? Its unassuming exterior could suggest espionage work in the former case, yet a fittingly ramshackle aesthetic in the latter. The Eighth Doctor is known to have possessed two, both given to friends in case of emergency; Fey Truscott Shayde (see A8) and Dr. Grace Holloway (see A7).

As the Summoner is so simple as to be used by anyone of any technological or cultural background, it would work as a great multi-purpose plot device.

Your TARDIS crew could have one to give an NPC they want to see in a sequel adventure, or they could find themselves plucked

out of the timestream to help a friend who they haven't formerly met yet! Your characters could be marooned with the option of blowing a whistle linked to their own TARDIS, but then are shocked to see themselves from another point in their timeline stepping out of the doors! Your PCs could even find a whistle they know isn't tied to their own TARDIS and could summon any Time Lord... Do they risk using it?

**STATTENHEIM SUMMONER [Major Gadget]**

Traits: Innocuous (Minor), Transmit

Cost: 2 points

TEMPORAL CICATRICES

(Unnatural History, The Gallifrey Chronicles)

A temporal cicatrix is a scar where space-time has tried and failed to heal itself after suffering extreme damage. One was created in San Francisco during the events following the Seventh Doctor regenerating into the Eighth in 1999 (see *The TV Movie*), the so-called Millennium Effect. Much later, the Master was able to trick the Doctor into creating another by opening the Eye of Harmony in the TARDIS again.

The appearance of a temporal cicatrix in physical space is perhaps best described as being as if the air is really safety glass, like a car windscreen that has been cracked. The area around the scar is characterised by anomalies in time and space. Freak weather patterns. Sudden gusts of gravity, or the reverse. The ground might become inexplicably steep, or a person could stand perpendicularly on a slope and not topple over. The effects might not be noticeable at first. But unless checked, the integrity of space-time slowly erodes around the scar until it reaches a critical level of exposure.

The exotic energy emitted by a temporal scar also acts as a

lodestone, drawing all sorts of entities to it, either out of curiosity or just because it affects their normal forms of interdimensional travel, pulling them off course and stranding them. Most of them are harmless, but unless the scar is closed, it's only a matter of time before something really nasty comes along. Something like a Kraken (see V85), a predator which would devour the scar's energy (and much of the surrounding planet) or the Vore, who have learned to ride the hyperspace corridors formed naturally by the scar.

Temporal cicatrices are extraordinarily rare, but are rather useful for the study of extradimensional physics. They are occasionally created by the brief appearance of a naked singularity in real space. By manipulating a cicatrix, it is possible to change the biodata (see G17), and therefore the history, of anyone or anything which has interacted with it.

A scar's attempts to heal itself are experienced as waves of energy rushing towards it with increasing frequency. They can be powerful enough to suck anybody too close into the scar, where their biodata can be irreversibly altered. Sam Jones (see A18) sensed the energy waves as the Wild Hunt trying to pull her along with it.



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TEMPORAL INTERFEROMETRY MACHINE (*Camera Obscura*)

With optical interferometry, light waves are broken up and recombined for a clearer image. Temporal interferometry does the same thing with time. The basic idea is intriguing: get a focus on a temporal coordinate in the past or the future, break up the signals and recombine them inside the interferometry machine. Rather than travelling to the time period, the operator brings the time period to them so that they can just walk into it.

It's an elegant means of time travel, but the technique is very delicate and complicated. It's absurdly easy to get wrong and is therefore impractical. If it's used under less than precise physical circumstances, you have a machine that might run time through the equivalent of a meat grinder. There are dozens of things that could be wrong. Using an interferometry machine on a world different to the one on which it was constructed, with differences in magnetic or gravitational field, could throw the machine's operation out of synch.

Admittedly, the power and reach of the machine is extraordinary. It's powerful enough to collapse timelines together if you happen to have some sort of megalomaniacal interest in engineering on a cosmic scale. But for developing a usable, reliable time travel machine, temporal interferometry is highly dangerous. You could fracture the time traveller and splinter them into multiple instances, or even tear up time itself.

Operating a temporal interferometry machine is tricky and has a -4 penalty to use. A Bad result means that whoever steps into the interface becomes split into separate individuals, gaining the Splintered Trait (see *The Fourth Doctor Sourcebook*). A Disastrous result inflicts Lethal damage and cause catastrophic damage to the space-time continuum (GM's choice as to the precise effect).

TIME TREES (*Genocide*, *Longest Day*)

Time trees are a rare but very powerful species of alien flora that can be used to travel in time. They are normally only found on the planet Hirath (see *L54*) and can grow to a huge size. Their trunks have an almost metallic sheen to them. Fat orange fernlike leaves fan out over branches covered in huge clusters of berries, strange fruit glowing with a dark, powerful light. They thrive on soils contaminated with heavy metals, such as those produced as the waste products of some terraforming techniques.

To travel in time, all you need to do is pluck some of the berries. You remain in the same location spatially, but you and the tree move back through time by means of chronon-wave asynchronous transmission. Controlling how far back you go is tricky though, and of course the journey is one way only: time trees don't provide any means for travelling forward through time.

The more berries you pluck, the further back in time you travel. Plucking one berry will take you back around a thousand years,

Temporal interferometry machines incorporate mirrors in their design. Of course, the Doctor has seen other time machines that use mirrors (see *The Evil of the Daleks*), but interferometry operates on a different principle to those.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

One interferometry machine ended up in England in the 1890s. Due to its miscalibration, it splits those who are subjected to its operation, splintering them in time or space or both. Some end up as eight individual versions of themselves, while others have been divided mentally, ending up with a condition similar to a multiple personality disorder. Some have their splinters scattered in time, while others find them all back in the same time and place.

Whoever built and operated this machine remains unknown, but Micah Scale was using it as an exhibit in his travelling fair, having purchased it from an Italian who claimed it to be of Swiss design. Scale advertised it as a hall of mirrors, but one which showed visitors their past or future selves in its eight glasses. One night, while Scale had removed one of the mirrors for cleaning, the rest were stolen. The remaining mirror was reduced to having the effect of a camera obscura, showing a scene from elsewhere and elsewhere, but Scale was unable to change the location. Meanwhile, if the interferometry machine with its remaining seven mirrors were to be activated too often, it could collapse the space-time continuum... (see *V106*)

TEMPORAL INTERFEROMETRY MACHINE [Special Gadget]

Traits: Vortex, Restrictions – Tricky controls, risk of splintering or temporal damage (see text)

Cost: 4 points

and each additional seed increases that by a factor of ten. But there is no known way to refine the results; the exact period of travel is approximate.

Time trees feed on the energy of the universe and can only force a divergence in time, not rewrite it. When a time tree is used to try to force a new universe into creation, it borrows energy from the original universe, destabilising it.

**TIME TREE [Special Gadget]**

Traits: Vortex, Restrictions – Can only travel backwards in time; extremely limited control

Cost: 4 points

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE TOMORROW WINDOWS *(The Tomorrow Windows)*

In 2004, a new exhibition at Tate Modern in London offers visitors a chance to see into the future through the so-called Tomorrow Windows. According to the brochure, the Tomorrow Windows will allow humanity to prevent every disaster. World leaders will be able to make policies based on what the effects will be ten or twenty years in the future. The Windows will bring an end to war, famine, terrorism and pollution, even to inaccurate weather forecasts. This isn't a bad thing of course, but the technology is centuries, perhaps millennia ahead of mankind's capabilities. Somebody is clearly interfering with the Earth's development and humanity's destiny.

Until they're plugged in, the Tomorrow Windows are just six panes of glass, each the size of a full-length mirror. When they're turned on, a low, powerful throbbing fills the air. Each glass will now show an image of a viewer's potential future. Though as the future isn't certain, the image will shift and change to show other possibilities, seemingly influenced by the viewer's thoughts.

The concept behind the Tomorrow Windows is simple enough. The future a window shows is shaped by the act of observation at a quantum level. The Universe is a complex system and the future is inherently uncertain. The Tomorrow Windows just show the most probable outcome based on current knowledge. If you look into tomorrow, the image will be relatively precise. But if you look into next year, the picture will be blurry. The further you go into the future, it will be less and less clear, though you'll still receive an impression.

But if you can see into the future, you can make decisions based on information from that future. In simple terms, it's a reductive causal loop. Forearmed with the knowledge of the consequences,

you can make sure you opt for the optimal course, making the Tomorrow Windows' futures a kind of self-fulfilling prophecy.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The person behind the Tomorrow Windows is Charlton Mackerel (see A31), a billionaire philanthropist and the sponsor of the Tate Modern exhibition. Despite appearances to the contrary, Charlton is not a native of Earth. He was provided with the technical notes for the Tomorrow Windows by his university tutor, Astrabel Zar. When he was a young student, Astrabel recovered the notes from the newly-dead body of his older self on the haunted planet Gdrahadradon. It transpires that Gdrahadradon is haunted by ghosts from the future rather than the past and the entire planet is a gigantic Tomorrow Window and Astrabel's inspiration.

The Tomorrow Windows have made Charlton Mackerel incredibly rich, and he is now using them to improve the lives of people on other worlds, perhaps even saving some planets from self-inflicted destruction. In doing so, he has earned the enmity of Martin (see V96), a fourteen-thousand-year-old alien who has been buying up primitive, protected planets at rock bottom prices, introducing a selfish meme so that the natives engineer their own destruction, thus removing them from the protection of Galactic Heritage (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), and enabling Martin to then sell the now-unprotected planets to the highest bidder. The Tomorrow Windows threaten this get-rich-quick scheme (if you count a thousand or so years as being quick), and so Martin has determined that Charlton Mackerel must die!

TOMORROW WINDOWS [Minor Gadget]

Traits: Precognition

Cost: 1 point



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TRANSFERENCE TECHNOLOGY *(The Slow Empire)*

Within the Shakrath Empire (see *L89*), which later became known as the Slow Empire, the use of transference technology to teleport people and cargo between the stars had the side-effect of spraining local space-time and making faster-than-light travel (and, incidentally, time travel) impossible within it.

Every civilised world of the Empire has its own Transmission Pylon towering above a Chamber of Transference, within which are the Engine of Transference and banks of conveyor belts running to and from the loading and unloading bays for the transference booths. Booths designed for the transmission of individuals are smaller than those used for goods, and are little more than upright cabinets, each the size of a human. Inside is nothing but blackness. Not merely shadow, but a solid wall of some black matter that seems to suck upon the eyes.

The process of transference is an unusual one. After the subject has stepped into a booth, their face is generally branded, scarified or tattooed with distinctive markings. On Shakrath itself, this is done by mechanised automata, but on some of the more backwards colonies, it is done by hand. This marking of the subject is not strictly necessary, but is desirable for the purposes of later identification.

Then comes the transfer itself. Shield gratings are retracted from conduits running to the Pylon and the engines within, bathing the subject in an effulgent light which burns the flesh from the bones and chars those bones to dust. The subject is reduced to its atoms, which are promptly swept up and stored for later use on the basis of “waste not, want not”. Rather than these physical atoms, it is the soul that the Chamber of Transference transmits via its Pylon, to be housed in a new body reconstituted at its eventual destination from the atoms of previous transferees. Such a body may be quite different to the one from which a soul was harvested, and it is for this reason that the branding, scarification or tattooing is required, so that the true soul of a person is burned upon the face, however much that face might ultimately change.

The transference technology has two major drawbacks. Firstly, the warping of local space-time that it has caused in turn means that the transference beams themselves cannot travel faster than the speed of light. Thus the transference of a soul from one world to another which lies, say, one hundred and forty light years away means that the journey takes one hundred and forty years (though it would seem to be instantaneous to the soul being transferred). It therefore follows that traversing the entire breadth of the Shakrath Empire would take a thousand years. Hence, the Slow Empire.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Secondly, and much more insidiously, the transference network has been infiltrated by Vortex Wraiths (see *V152*) who are using the damage it causes to space-time to escape into our universe. The Wraiths have taken over one unnamed planet and the transference of any Ambassador sent out from Shakrath is routed via that world. There, the Wraiths forward each Ambassador on to their final destination, but they retain the interim body that the Engine creates, meaning that the soul now occupies two forms, separate but linked. By manipulating the one that they retain, the Wraiths have complete control of its duplicate, like literal puppet-masters working behind the scenes of the Shakrath Empire.

TRANSFERENCE BOOTH [Major Gadget]

Traits: Teleport, Restriction – Transference can reach anywhere within the Shakrath Empire, spanning a thousand light years, but the transference beam only travels at the speed of light, Restriction – Anyone using a transference booth gains Distinctive (and, at the Vortex Wraiths’ discretion, Enslaved)

Cost: 2 points

TELEPORTAPHOBIA

Because of the nature of transference, there are many people who believe that such a process involves dying. In some people, the fear of transference grows over time until they are more afraid of it than they are of actual death. This syndrome is called teleportaphobia. It isn’t restricted to the Shakrath Empire, but can be found in almost every civilisation which has developed some form of teleportation technology. In cultures in which the technology transmits a person’s molecules rather than just their souls, teleportaphobia is more usually referred to as molecular vertigo. It’s not an accurate description, but it sounds good.

There is a philosophical debate about whether this seemingly irrational fear actually spotlights a major flaw with teleportation. Is the person arriving at the other end the same person who was transmitted? Or are they simply a copy? In *Heaven Sent*, for example, are the billions of iterations of the Doctor who arrive in the confession dial still the same person? The billions of skulls indicate they are physically different. But is the life force – or, to use Shakrath terminology, the soul – within him still that of the original Doctor? Even if not, does it matter if it has the original’s memories and personality? In the case of the transference technology used in the Shakrath Empire, the problem is thrown into sharp relief because the destruction of the original physical body is so apparent.

THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE UTOPIAN ENGINE (*Reckless Engineering*)

In 1831 in an alternative timeline, frustrated poet Jared Malahyde (see A63) was contacted by an alien presence, an entity that called itself Watchlar who said it came from the future and was a member of the Eternines, which humanity will ultimately evolve into. Watchlar needed help from Malahyde to construct a machine that would prevent the fall of mankind and ensure the Eternines came into being. The details were vague, but Malahyde agreed to help.

Over the following twelve years, Malahyde constructed the Utopian Engine in the cellar of his mansion in Bristol under the mental direction of Watchlar, like an invisible foreman in the back of his mind. Twelve long years during which Malahyde had to travel across the world to fetch strange crystals from deep within the rainforests, persuade metallurgists to forge materials in the way Watchlar required, and build an electricity generator decades in advance of the time to provide the Engine with an initial source of energy. But by the summer of 1843, the Engine was ready, ready to bring the Eternines back through time.

The Utopian Engine is comprised of a column as thick as a tree-trunk, which runs from floor to ceiling, supported on a circular metal platform. Against the cellar wall is a bank of machines that hum and throb with power. In one corner is a squat black furnace, with a flue going up into the ceiling. Before the central column is a chair and a wooden desk on which is a metal box with buttons and dials. Black snaking cables run from the back of this to the circular platform.

Once the Engine was ready, Watchlar took Malahyde's mind over completely in order to activate it. When the erstwhile poet came round, he was lying in the cellar and the central column of the Engine was glowing with an eerie green light. Of Watchlar, there was no longer any sign of his presence within Malahyde's mind. It had departed.

Malahyde didn't know it at once, but outside the house the Cleansing had happened (see L18). Instead of bringing the Eternines back, the Engine had accelerated time. Everything outside had aged forty years within as many seconds. Most humans and almost all animals had died, while children and babies were aged to adulthood in an instant. Human society collapsed. The area within the house was unaffected, being in the eye of the storm as it were. But Malahyde is too afraid to leave or to switch the Engine off, for fear that time inside the house will catch up with the rest of the planet and age him to death.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Utopian Engine isn't a time machine, as Watchlar had told Malahyde. It's a kind of time manipulator. But instead of time itself speeding up, the effects of time were accelerated. There's

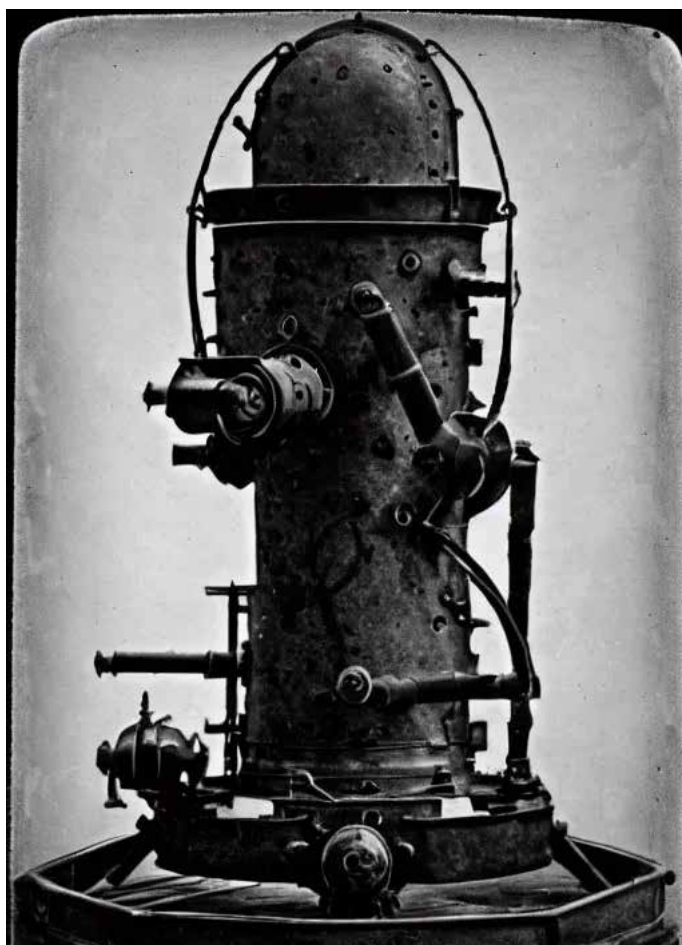
more than one dimension of time, and the Engine only affected a few of them, those linked to the metabolism of the Universe itself. So total time stood still, whilst segments of it were accelerated, rather like being pulled inside out.

The Engine is actually designed to open up a trans-dimensional portal to the Eternium, the pocket universe of the Eternines (see A48). It is intended to transfer all the energy produced by speeding up the metabolic energy of time while keeping the other dimensions of time in place, in order to replenish the Eternium. The Cleansing (see L18) was meant to happen, but it was meant to carry on happening. Left unchecked, the Engine would have drained all the energy from our Universe and transferred it into the Eternines'. Fortunately, the Doctor unwittingly interrupted the Engine so that everyone on Earth was only aged by forty years. But can he now reverse its effects before the Eternines overcome the block on the Engine's proper functioning?

UTOPIAN ENGINE [Apocalyptic Gadget]

Traits: Area Effect (Special: The Utopian Engine's effect covers the entire Universe), Time Eater (Major)

Cost: 18 points



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VAMP-AWAY *(Vampire Science)*

During his battle against a group of vampires in San Francisco in 1997 (see V74), the Doctor brewed up a chemical concoction to use against them. Sam Jones flippantly christened it Vamp-Away and the name stuck. Basically, it's a cocktail containing silver nitrate and Taxol plus a few additional herbs and spices, lethal to vampires but also toxic to humans. The Taxol slows vampires down long enough for the other chemicals to kill them.

The Doctor initially tried throwing vials of Vamp-Away at the vampires, but without any noticeable success. It seems that vampires heal too quickly for the solution to work as a contact poison. So the Doctor drank a large quantity of Vamp-Away, enough to kill an elephant. Fortunately, his Time Lord biochemistry

was able to cope with it and any vampires who bit him would be killed by it, at least until the Doctor's body metabolised it, a process taking a matter of several hours.

Any humans drinking or injecting Vamp-Away in a quantity sufficient to harm vampires will begin to take 1 point of damage per minute thereafter, unless it is somehow nullified. For a Time Lord or any other race with a similar biochemistry, they must make a Difficulty 12 Resolve + Strength roll or take 4(2/4/L) damage. A vampire drinking Vamp-Away or blood containing it (or being injected with it) will immediately take Lethal damage.

VORTEX GUN *(Sometime Never...)*

The Vortex Gun is a creation of Octan of the Council of Eight (see V25) and was given to Sabbath to kill the Doctor, Fitz (see A10) and Trix (see A22). It fires a pellet of pure temporal energy that will rip apart whatever it hits and disperse it to the Time Winds. Anyone disposed of by the Vortex Gun will be hurled broken and screaming into the Vortex to be tortured for all eternity, aged and re-aged, never dying, never alive.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Octan also created another device based on the same principle, but enhanced and increased a million times. This is a long glass rod inside which can be seen coloured filaments running along its length. One end is shaped into something resembling a stock, and half-way along is what might be a trigger. In its deactivated form, the Star-Killer folds up and resembles a distorted glass fist.

Octan named this device the Star-Killer. He built it with the intent of destroying Earth's sun in the time before humanity had even ventured beyond their world, to ensure that they had never existed in the first place. By doing so, all history would change, bending to Octan's will. The potential energy would ripple out, providing unimaginable fuel for the Council of Eight's people, to ensure their continued existence. They would become the true Lords of Time and outsit eternity!

Although Octan was defeated, the Star-Killer survived. It was removed by Soul, another member of the Council of Eight, who assumed the form and personality of the First Doctor, taking the weapon with him into an alternative universe.

**VORTEX GUN [Special Gadget]**

Traits: Time Eater (Special)

Cost: 4 points

STAR-KILLER [Apocalyptic Gadget]

Traits: Area Effect x10, Heart of a Black Star, Time Eater (Special), Unstoppable Force

Cost: 22 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 Eighth 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



DR ROGER SWIFT



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

Hospital administrator at Walker General Hospital in San Francisco in 1999 and 2000. Covered up the Seventh Doctor's death and subsequent disappearance. (The TV Movie)

SKILLS

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

TRAITS

Dark Secret (Minor) – How many skeletons does he have in his hospital's closet?
 Friends (Major) – Walker General Hospital
 Friends (Minor) – Financial donors
 Obligation (Minor) – to keep the hospital afloat

TECH LEVEL: 5

STORY POINTS: 6

GARETH FITZPATRICK



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

Student who worked as a security guard at the Institute for Technological Advancement and Research in San Francisco on 31 December 1999. Ten years later, he would help make strides in the field of seismology. (The TV Movie)

SKILLS

Athletics 1, Craft 2, Fighting 1, Knowledge 2, Marksman 1, Medicine 1, Science 3 (AoE: Mathematics – for 2009 version, add Seismology), Technology 2

TRAITS

Attractive
 Face in the Crowd
 Impulsive
 Lucky

TECH LEVEL: 5

STORY POINTS: 8



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE (OLD) MASTER



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	6
INGENUITY	9	STRENGTH	2

The version of the Master who was captured by the Daleks and put on trial. (The TV Movie)

SKILLS

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

TRAITS

Adversaries (Major) – The Doctor, The Daleks
 Boffin
 Charming
 Eccentric (Minor)
 Hypnosis (Special)
 Indomitable
 Obsession (Major) – Immortality
 Psychic
 Selfish
 Special: Deathworm Morphant – The worm inside him will ensure his survival if his body is destroyed (see V35)
 Technically Adept
 Time Lord
 Time Lord – Experienced
 Time Traveller – All Tech Levels
 Voice of Authority
 Wanted Renegade
 Weakness (Minor) – Gloating

EQUIPMENT

TARDIS

TECH LEVEL: 10

STORY POINTS: 6

PETE CALLAHAN



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

An attendant at the Walker General Hospital morgue in 1999. Pete and his co-worker, Ted, took in the Seventh Doctor's body after he died during surgery. Later, while Pete watched the film version of Frankenstein, the Doctor regenerated into his eighth incarnation and burst out of the morgue. This frightened Pete so much that he fainted. When reporting what he saw, he was mocked, being told he should try stronger drugs. (The TV Movie)

SKILLS

Knowledge 1, Medicine 2, Science 1, Technology 1

TRAITS

Cowardly
 Eccentric (Minor) – Gallows humor
 Face in the Crowd
 Screamer!
 Unadventurous

TECH LEVEL: 5

STORY POINTS: 6



THE EIGHTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

OFF-OFF CANON: THE INFINITY DOCTORS

With infinite possible timelines, there are also an infinite number of Doctors, many of whom have led lives that are very different to that of the Doctor we are familiar with. Of these “Infinity Doctors”, there is one who was once a renegade, but who returned home to Gallifrey to assume a life of responsibility.

The incarnation of this Doctor that we know of resembles the Eighth Doctor, having a long, oval face, sad blue eyes, an aristocratic nose and a full mouth, but with his hair cropped close. He is a Time Lord from the Noble House of Lungbarrow (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) on the planet Gallifrey. He was born of the Loom (*ibid*), but was also the son of a human woman, Penelope (*ibid*), and a Time Lord called Ulysses (see A85), the greatest explorer of his age, now posing as a professor at Berkeley (see A75).

Although the Doctor now resides on Gallifrey and is a member of the High Council, he is one of the few Time Lords to have travelled away from Gallifrey. He has seen alien skies and left footprints on alien soils, and he has a particular fondness for Earth. But his former freedom is now denied him and he has returned home. The Doctor is the most senior member of the Prydon Chapter other than his friend the Magistrate, and the pair are the only members of the Council less than two thousand years old. Like most senior Time Lords, the Doctor lectures at the Academy. One of his best pupils, Larna, has just graduated and been invested as a Time Lord (see A86).

The Doctor was married once, but his wife died so long ago that everyone else has forgotten. The Doctor now only remembers her when he wants to. He maintains a shrine to her in his quarters in the Capitol, in the form of a Zero Room filled with candles, one for every year since her death. The Doctor has several children and a number of grandchildren.

The Magistrate is the Doctor’s oldest friend and one of the President’s most trusted advisors. He is a man of medium height, dressed in the thick black robes of office. His face is sallow, with a small, pointed beard, but that isn’t what you remember about him. You remember his dark, burning eyes. The Magistrate has a reputation as a rather forbidding, humourless figure, with “hearts as black as his robes”. His job, as enforcer of laws from the Citadel bylaws to the First Law of Time, leaves him no time for lecturing at the Academy.

The Doctor has spent years trying to facilitate peace between the Sontarans and the Rutans. The two sides have recently agreed to meet on Gallifrey to negotiate a treaty to end their eternal war. However, the Doctor’s plans are about to be overshadowed by something that threatens to destroy not only Gallifrey, but the entire universe.

The Effect, as it has been termed, is a line of distortion longer than the universe is wide. It is moving slowly bluewards, away from the direction of universal expansion. It is a filament crack that bisects

THE DOCTOR



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

SKILLS

Athletics 3, Convince 4, Craft 2, Fighting 2, Knowledge 6 (AoE: Secrets of the Time Lords), Marksman 1, Medicine 3, Science 5, Subterfuge 3, Survival 3, Technical 5, Transport 4

TRAITS

Attractive	Boffin
Brave	Charming
Code of Conduct (Major)	
Devotion – His dead wife	
Eccentric (Minor)	Empathic
Feel the Turn of the Universe	
High Office (Major)	
Impulsive	Indomitable
Obligation (Major) – The High Council	
Photographic Memory	Psychic
Resourceful Pockets	
Run for Your Life	
Technically Adept	
Time Lord	
Time Lord – Experienced x7	
Time Traveller (Special) – All	
Voice of Authority – Has +3 bonus instead of the usual +2	
Vortex	

EQUIPMENT

Sonic Screwdriver [Traits: Open/Close, Weld, Restriction – Cannot Open Mechanical Locks. Story Points: 1.]

TECH LEVEL: 10

STORY POINTS: 6

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spacetime, moving through it like a cheesewire and fast enough to cross the universe in a matter of weeks. It has at least eleven dimensions, meaning that it is travelling through time as well as space, not to mention in a number of directions that don't have common names.

From a wide enough perspective, the Effect can be seen to be an arc rather than a straight line. If the arc is continued, a circle could be plotted as if it were a ripple, but with its centre well outside the limits of the universe. So far, the Effect has passed through roughly half the known universe, but it has had no discernible, significant impact. It's as if it has picked up every single particle, examined it and put it carefully back where it was found. But the potential is there for catastrophic change. If the Effect could somehow be controlled, then literally everything in the universe could be manipulated, retrospectively throughout time.

When the Time Lords trace the source of the Effect, it is found to be located in the far future, just a few decades before Event Two, the end of the universe. It originates from a structure called the Needle, a bone-white tube a light year long, with one end stuck in a black hole. It is wide enough for Gallifrey to be able to pass neatly down its centre, and the far end has a surface area a million times greater than even a Dyson sphere. A swathe of the surface of the far end once sustained a biosphere, but the ten-mile high buildings are now encased in ice as the last energy of the universe dissipates.

To the Doctor, controlling the Effect might just give him a chance of reversing the death of his wife, and the lure of a mission to the Needle becomes irresistible...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As in our timeline, Omega has survived, trapped within a universe of anti-matter inside the black hole he created to provide the Time Lords with the power they needed to be able to travel in time. In this timeline, he has become Ohm, the ancient god of the Time Lords, chained to the heavens as the legends tell.

As in our timeline, Omega's body has been destroyed and only his mind (or soul perhaps) survives. There is nothing of him to return to the universe of matter, and his consciousness must remain here to maintain the world he has created. In his anti-matter realm, his willpower has created a body of imposing size, over seven feet tall and broad with it. His huge, muscular shoulders and a beard that curls down his chest only emphasise that this is an ogre of a man. He wears golden armour and a purple cloak that reaches to the floor. His helmet almost fits to his skull, encasing the back of his head and covering his hair. Great ram's horns spring from the temples, curling behind his ears, sweeping back around until their tips face forwards and upwards. It isn't clear whether the horns are part of the helmet or not.

Long before she married the Doctor, his almost-forgotten wife was the wife of Omega. In our timeline, she is Patience (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) and was

THE MAGISTRATE



AWARENESS	3	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	4

SKILLS

Athletics 3, Convince 6, Craft 2, Fighting 4, Knowledge 6 (AoE: Secrets of the Time Lords), Marksman 3, Science 5, Subterfuge 5, Technology 4, Transport 3

TRAITS

Attractive
Boffin
Charming
Feel the Turn of the Universe
High Office (Special)
Indomitable
Obligation (Major) – The High Council
Quick Reflexes
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced x10
Voice of Authority – Has +3 bonus instead of the usual +2
Vortex

EQUIPMENT

Badge of Office

TECH LEVEL: 10

STORY POINTS: 6

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the wife of the Other (*ibid*) rather than Omega. Here, she is two million years old, from the era when Time Lords didn't regenerate. They just didn't die. She witnessed Omega's starbreakers departing for Qqaba and believed herself widowed when he was lost within the black hole they created. She is old enough to have seen mountains rise and fall, and even to have seen Gallifrey itself change. She became the Doctor's nurse and tutor, as she had been to his father and grandfather, before becoming his wife.

When the Doctor's wife died, shot in the back of the head, Omega – or Ohm – observed this from his realm and removed her from spacetime, pulling her into his anti-matter universe. He saved her life and gave her the gift of true regeneration, and she has been with him in his anti-matter universe ever since.

The Effect is part of Omega's plan to escape back into the universe of matter. He intends to use it to lure a Time Lord to the Needle, from where he can transfer their consciousness into his realm. Despite outward appearances, the Needle is still populated by the remains of its lost civilisation. The warping of spacetime around the black hole at this extreme end of the universe mean that the Needle People's memories work backwards, remembering the future rather than the past. They are the last of the custodians of the Librarian, a vast place containing the greatest artefacts from many thousands of civilisations.

Hundreds of years before the appearance of the Effect during the Doctor's era, Lord Savar and the Doctor's father planned a rescue attempt to try to recover Omega from the black hole. Although the Doctor's father remained on Gallifrey, Savar piloted his TARDIS over the event horizon. He encountered the mad god Ohm, who offered Savar the power to change the past, to ensure he achieved whatever he desired, became whatever he wanted. This prospect filled Savar with fear and he fled. It took all of his TARDIS's strength to break back through the event horizon, and even then Ohm managed to grasp the tiniest part of its external shell. The TARDIS stretched like toffee in its attempts to break free, and as Savar resorted to an escape capsule and abandoned it, the TARDIS shell became the Needle, with one end stuck in the black hole.

But Savar didn't get away scot free. His escape capsule was intercepted by aliens who stripped it of anything salvageable and removed Savar's eyes as the technology relied on his retinal prints. In our timeline, the aliens were the I, a race which acquires and adapts the technology of other species rather than develops their own. Savar finally arrived back on Gallifrey, blind and insane. Although a new pair of eyes were spun for him, Savar has remained slightly mad through his subsequent incarnations, usually muttering about discovering God. From within the black hole, Ohm is able to flip Savar into a version of him from another timeline and back again, one in which he is eyeless and not merely insane, but psychotic. Ohm intends to use Savar to further his plans and remove any potential resistance on Gallifrey, incidentally causing chaos in the Capitol.

Ultimately, Ohm's plan is very similar to the one Omega used in

OHM



AWARENESS	3	PRESENCE	7
COORDINATION	*	RESOLVE	6
INGENUITY	12	STRENGTH	*

*Ohm's corporeal body in the anti-matter universe is a construct of his willpower. Whenever Ohm takes an action that requires a roll and either Strength or Coordination, he must spend 1 Story Point to be able to use his Resolve in place of either Attribute.

SKILLS

Convince 5, Craft 4, Knowledge 6, Science 6 (Engineering), Survival 4, Technology 6

TRAITS

Block Transfer Specialist

Boffin Distinctive

Eccentric (Major) – Megalomaniacal

Feel the Turn of the Universe

Immortal (Major) Indomitable

Loud Mind Lord

Obsession (Major) – Escape the anti-matter universe

Photographic Memory Psychic

Reverse the Polarity of the Neutron Flow

Selfish

Technically Adept

Time Lord

Time Lord – Experienced

Time Lord Engineer

Time Traveller (Special) – All Tech Levels

Voice of Authority

Vortex

Vortex Born

Weakness (Major) – Anti-matter ghost sustained by willpower alone

TECH LEVEL: 11

STORY POINTS: 27 + 3d6

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our timeline. He needs the consciousness of a Time Lord to remain in his anti-matter realm to maintain it, while he escapes into the universe of matter. If it is the Doctor, so much the better as he will be reunited with his lost wife, and they can live forever with the power to do almost anything in their realm.

In return, Ohm's mind will occupy the body of the Time Lord and return to Gallifrey. He will be able to channel anti-matter through the Effect to provide himself with an inexhaustible supply of energy and unlimited power to change the universe as he wills it.



LORD SAVAR



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

SKILLS

Fighting 2, Knowledge 5, Science 3, Technology 2, Transport 1

TRAITS

Eccentric (Major) – Still unhinged from his experiences with the I (becomes homicidally psychotic if Ohm flips Savar's timeline)

Feel the Turn of the Universe

Impaired Senses (Major) – If Ohm flips his timeline, Savar is eyeless as well as insane (but can still somehow sense his intended murder victims)

Time Lord

Time Lord – Experienced x12

Vortex

EQUIPMENT

Force Blade: Strength +4 damage

TECH LEVEL: 10

STORY POINTS: 8



A BESTIARY OF SUPPLEMENTAL CREATURES

Due to the complexity of some of the entries in this sourcebook, it has not always been possible to find the space for the stats for some of the secondary creatures and characters. These are therefore provided here, complete with references to the titles of the stories they appear in and the page numbers and names of the related entries.



APPENDIX: A BESTIARY OF SUPPLEMENTAL CREATURES



MAGMA MAN *(The Burning – see V13: The Burning)*

Avatars of the Burning, able to take on human shape.

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

Skills: Convince 1, Craft 4, Fighting 3, Knowledge 2, Subterfuge 2, Survival 4

Traits: Alien, Alien Appearance, Armour (5 points), Fear Factor 1, Natural Weapon (Minor: The Burning – Strength +2 damage), Shapeshift (Special), Weakness (Major: Cold and water will cause the magma to cool and solidify, effectively destroying the creature)

Tech Level: N/A

Story Points: 1-2



FIRST MATE SHAKKA *(The Company of Thieves – see V15: Captain Horstrogg)*

Captain Horstrogg's first mate.

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

Skills: Athletics 3, Convince 4, Fighting 2, Knowledge 4, Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 2, Technology 2, Transport 1

Traits: Alien, Distinctive – Pointed Ears, Charming, Quick Reflexes, Sharpshooter, Tough
Equipment: Laser Rifle – 4(2/4/L) damage

Tech Level: 6

Story Points: 6

STRANGER *(The Turing Test – see V23: Colonel Herbert Elgar)*

Enigmatic extraterrestrials hunted by Colonel Elgar.

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

Skills: Athletics 2, Convince 1, Fighting 2, Marksman 2, Subterfuge 3, Technology 3, Transport 1

Traits: Adversary (Major: Elgar and his masters), Alien, Alien Appearance (Minor), Special – Translate (May spend one Round to assimilate any new language it hears), Weakness (Major: Quantum Interference – takes 4 points of damage per Round of exposure to quantum interference)

Tech Level: 7

Story Points: 3-5

SUIT *(Izzy's Story – see V29: Courtmaster Cruel)*

Besuited android henchmen of Courtmaster Cruel.

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

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

Traits: By the Book, Machine, Robot

Equipment: Brollygun – 7(3/7/10) damage; Spatial Rearranger [Traits: Delete, Molecular Reformation*. Story Points: 8.]

Tech Level: 8

Story Points: 1-2

*See *The Second Doctor Expanded Universe Sourcebook*.



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SHOGGOTH-TARDIS (*The Taking of Planet 5 – see V42: Elder Things*)
TARDIS-bred servitors of the Elder Things.

Attributes: Awareness 3, Coordination 4, Ingenuity 4, Presence 3, Resolve 5, Strength 10
Skills: Athletics 4, Convince 1, Fighting 3, Knowledge 6, Marksman 2, Medicine 3, Science (Temporal) 6, Subterfuge 1, Survival 5, Technology 3, Transport 4
Traits: Alien Appearance, Burrowing, Clairvoyance, Fast Healing (Special), Fear Factor 3, Feel the Turn of the Universe, Gulp!, Natural Weapon (Minor: Whipping Tendrils – Strength +2 damage), Psychic, Sense of Direction, Shapeshift (Special), Size – Huge (Major), Telepathy, Tough, Vortex, *Enslaved*
Gadget Traits: Forcefield (Special), Scan (x4), Transmit
Armour: 40
Speed: 15 (materialised)
Tech Level: 10
Story Points: 8-12

HENCH (*Unnatural History – see V68: Griffin*)
Artificial lifeforms programmed to serve their owner.

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 2, Strength 3
Skills: Athletics 1, Fighting 1, Marksman 1, Subterfuge 1, Technology 1, Transport 1*
Traits: Enslaved, Face in the Crowd*
Tech Level: 7
Story Points: 1-2

*Henches gain additional Skills and Traits once their optional extras have been activated for their specific tasks.

JAX DRONE (*Kursaal – see V72: The Jax*)
Mindless drones created by the Jax from animated corpses.

Attributes: Awareness 5, Coordination 4, Ingenuity 1, Presence 1, Resolve 1, Strength 5
Skills: Athletics 4, Fighting 3, Survival 4
Traits: Alien Appearance, Fear Factor 2, Infection (Major: as per the Jax Werewolf), Networked (Major), Keen Senses (Minor: Smell), Natural Weapon (Minor: Fangs and Claws – Strength +2 damage), Tough, Weakness (Major: If the Jax pack leader is killed, the drones eventually revert to the state of natural wolves).
Tech Level: N/A
Story Points: 1-2

LA MIASMA NADA (*The City of the Dead – see V77: Jonas Rust*)
A demonic void that consumes all.

Attributes: Strength 6, Coordination 4, Awareness 3
Skills: Athletics 1, Fighting 3
Traits: Environmental (Major), Fear Factor 2, Flight (Minor), Immaterial (Special Bad), Immunity (Physical damage), Invisible (Major Good), Special – Consume All (Can use its Strength to drag anyone and anything into its void, killing them; against living creatures, it must make a contest of Strength + Fighting), Vortex (Can move between its dimension and ours at will)
Tech Level: N/A
Story Points: 4

SWAMP BOGGLE (*The City of the Dead – see V77: Jonas Rust*)
Amphibious goblin-creatures of the Louisiana swamps.

Attributes: Awareness 4, Coordination 3, Ingenuity 1, Presence 1, Resolve 2, Strength 3
Skills: Athletics 3 (AoE: Swimming), Fighting 3, Survival 4
Traits: Alien, Alien Appearance, Alien Senses (Night Vision), Environmental (Minor: Amphibious), Fear Factor 1, Natural Weapon (Minor: Razor-Sharp Claws – Strength +2 damage), Tough
Tech Level: N/A
Story Points: 1-2

WODEWOSE (*Grimm Reality – see L3: Albert*)
Wild man of the woods on the living planet Albert.

Attributes: Awareness 4, Coordination 3, Ingenuity 2, Presence 3, Resolve 3, Strength 5
Skills: Athletics 2, Convince 2, Fighting 3, Knowledge 5 (AoE: Riddles), Survival 5
Traits: Code of Conduct (Major: Must conform to the conventions of fairy tales), Distinctive, Fear Factor 1, Impulsive, Tough
Equipment: Golden Acorns that grant wishes, their power being derived from a wishing box
Tech Level: 1
Story Points: 6

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THE GIANT*(Grimm Reality – see L3: Albert)*

Fairy tale giant on the living planet Albert.

Attributes: Awareness 6, Coordination 2, Ingenuity 2, Presence 4, Resolve 4, Strength 10**Skills:** Fighting 2, Knowledge 4**Traits:** Alien, Alien Appearance, Code of Conduct (Major: Must conform to the conventions of fairy tales), Fear Factor 1, Keen Senses (Major), Size – Huge (Major), Tough**Equipment:** Numerous artefacts within his treasure room, including a wishing box**Tech Level:** 3**Story Points:** 6**EXANAXI***(Dreamstone Moon – see L35: Dreamstone Moon)*

Treelike crystalline creatures on the Dreamstone Moon.

Attributes: Strength 10, Coordination 2, Awareness 2**Skills:** Fighting 2, Survival 4**Traits:** Armour (5 points), Environmental (Minor: able to extract air from rocks), Slow (Minor)**IXCALLEX***(Dreamstone Moon – see L35: Dreamstone Moon)*

Dangerous centipedes on the Dreamstone Moon.

Attributes: Strength 4, Coordination 3, Awareness 3**Skills:** Athletics 3, Fighting 4, Survival 3**Traits:** Additional Limbs x2 (legs). Environmental (Minor: breathes the thin atmosphere of the Dreamstone Moon), Flight (Major), Natural Weapon (Minor: Mandibles – Strength +2 damage), Tough**OCTOBOT***(The Tomorrow Windows – see L97: Valuensis)*

Eight-legged maintenance bots in the city of Gabak.

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 1, Resolve 4, Strength 5**Skills:** Athletics 3, Fighting 2, Marksman 2, Technology 4**Traits:** Additional Limbs (tentacles x2; can be used as arms or legs), Armour (5 point), By the Program, Climbing (Minor), Environmental (Minor: Resistant to radiation), Robot**Tech Level:** 4**Story Points:** 1

ADVENTURE SEEDS

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

The Scent of Blood [A62, V90, G6]

It's the late 1890s, and newspaper journalist James McFarlane is on the trail of a supernatural entity. He's joined in his investigations by your characters who might know a little more than he does about vampires. As gangs of locals gather zombie-like on the city's streets, your PCs find themselves on a dangerous trail to find the truth. What links the secretive Lord and Lady Elmhurst to local events? What strange force is luring ordinary men and women to a local quarry? You soon realise that the answers lie in your Time Lord's past...

The Dying Days [A2, V89, V91]

The Dying Days of the Twentieth Century... On the Mare Sirenum, British astronauts are walking on the surface of Mars for the first time in over twenty years. The National Space Museum in London is the venue for a spectacular event where the great and the good celebrate a unique British achievement. In Adisham, Kent, the most dangerous man in Britain has escaped from custody while being transported by helicopter. In Whitehall, the new Home Secretary is convinced that there is a plot brewing to overthrow the government. In west London, MI5 agents shut down a publishing company that got too close to the top secret organisation known as UNIT. And, on a state visit to Washington, the British Prime Minister prepares to make a crucial speech, totally unaware that dark forces are working against him. As your Player Characters discover, all these events are connected. However, soon all will be overshadowed. This time, you're already too late.

Rip Tide [A79]

Unsettling things are afoot in a sleepy Cornish village. Strangers are hanging about the harbour and a mysterious object is retrieved from the sea bed. Then the locals start getting sick. Could this have anything to do with the alluringly beautiful Ruth who local lifeboatman Steve has taken a shine to? And why is Ruth both drawn and terrified by the sea? Can the PCs discover the truth in time?

The Eye of the Tyger [V144, L19]

Inhabiting a colony spaceship in the 32nd Century are members of a religious cult that left Earth to find a world of their own. Their leader, Seraph, has downloaded his mind into the ship's computers, but now he has gone silent, enticed and serenaded by a siren song coming from inside a black hole. Trapped in orbit around the void, Seraph's followers are confused by his silence, and when your TARDISeers seek a cure to a raging Tyger fever which has infected one of them, they find a world on the brink of chaos.

Spore [V47]

In a small town in the Nevada desert, an alien pathogen has reduced the entire population to a seething mass of black slime. When your time travellers arrive, they realise this latest threat to humanity is horrifyingly familiar — it is a virus which almost annihilated an entire race, the Time Lords...

Vampire Science [A30, V74, G7, G25]

In the days when the Time Lords were young, their war with the Vampires cost trillions of lives on countless worlds. Now the Vampires have been sighted again, in San Francisco. Some want to coexist with humans, using genetic engineering in a macabre experiment to find a new source of blood. But some would rather go out in a blaze of glory — and UNIT's attempts to contain them could provoke another devastating war.

The Bodysnatchers [V159, G9]

It is London, 1894. Amid the fog, cold and degradation, a gruesome business is being conducted. The bodies of the dead are being stolen from their graves — men, women and children alike — for the sinister purpose of a very mysterious gentleman. When your PCs arrive, they are witness to a horrifying scene in the evil-smelling fog: something rises up from the filthy waters of the Thames and devours a man — a man terrified for his life and on the run from the devil himself... Teaming up with pathologist Professor George Litefoot, they discover there is a far graver threat facing London than just earthly grave robbers. Deadly alien beings are at work, and they bring a whole new twist to the word bodysnatchers...

Genocide [A14, V142, L84, G21]

A palaeontological study of the earliest known humans is apparently under threat from a UNIT force led by a captain who does not officially exist... Meanwhile, on Earth in 2109, there is no trace of the human race. Earth is home of the Tractites, a peaceful race who have been living there for hundreds of thousands of years. Astonished and appalled, your characters must travel back in time to see just what went wrong in Earth's prehistory. Are the Tractites all they seem?



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War of the Daleks [V32]

The TARDIS is under repairs when it is swept up by a garbage ship roving through space, the Quetzal. When another ship approaches and takes the Quetzal by force, your PCs discover that they are not the only unwitting travellers on board – there is a strangely familiar survival pod in the hold. Delani, the captain of the second ship, orders the pod to be opened. You are powerless to intervene as Davros is awakened once again. But this is no out-and-out rescue of Davros. Delani and his crew are Thals, the sworn enemies of the Daleks. They intend to use Davros as a means to wipe out the Daleks, finally ridding the universe of the most aggressive, deadly race ever to exist. But there is a signal beacon inside the pod, and even now a Dalek ship is closing in...

Alien Bodies [A52, V19, V50, V86, V129, L96, G17]

On an island in the East Indies, in a lost city buried deep in the heart of the rainforest, agents of the most formidable powers in the galaxy are gathering. They have been invited there to bid for what could turn out to be the deadliest weapon ever created. When your time travellers arrive in the city, they soon realise they've walked into the middle of the strangest auction in history – and what's on sale to the highest bidder is something more horrifying than even they could have imagined, something that could change their lives forever. And just when it seems things can't get any worse, they find out who else is on the guest list.

**Kursaal** [V72, L65, X8]

Kursaal is a pleasure world, a huge theme park for the Cronus system – or rather it will be if it isn't destroyed during construction. Eco-terrorists want the project halted to preserve vital archaeological sites – areas containing the last remains of the long-dead Jax, an ancient wolf-like race whose remains are being buried beneath the big-business tourist attractions. Do your PCs fall in with the environmentalists, and find their loyalties divided? Or will their investigations lead them to believe the Jax are not extinct after all. Cut off from the TARDIS, separated and possibly pursued for murder, they may discover Kursaal hides a terrible secret – and that one of them is being affected by events more than anyone would guess...

Option Lock [V82]

Landing in present-day England, all appears serene as the Player Characters emerge from the TARDIS into the idyllic grounds of the Silver family's ancestral home. Only when they enter the house do they suspect things are not what they seem. How far-reaching is the strange power of a secret society almost 700 years old, and how is it linked to the mysterious Station Nine? And what is the significance of a series of paintings that drove a man to suicide? From 30th-Century England to the former Soviet Union, from the United States to the cold wastes of space, the various strands of a complex plan come together and threaten to engulf the world in a nightmare of nuclear destruction...

Longest Day [V88, L54, G7, G21]

Its surface ravaged by colliding time-fields, the planet Hirath is a patchwork of habitable areas separated by impenetrable zones of wild temporal fluctuation. The planet's unique biosphere is being exploited by an uncaring company happy to rent out temporally isolated chunks of the planet to the highest bidder – no questions asked. But the controlling computer seems to be malfunctioning, and the viability of the whole planet hangs in the balance – along with countless thousands of lives. Arriving at Hirath's control base, your TARDISers are soon separated and trapped on the dying planet. While some become the focus of attention in a barren penal settlement, others discover the secret of Hirath's unique condition – just as a race of hideous bloodthirsty alien creatures arrive in force to reclaim it. Caught up in a desperate struggle for survival, it seems time has run out for every living creature on Hirath – not least your characters...

Legacy of the Daleks [A68, L71]

England in the late 22nd Century is slowly recovering from the devastation that followed the Daleks' invasion. The Doctor's very first travelling companion – his granddaughter, Susan – is where he left her, helping to rebuild Earth for the survivors. But danger still remains all around... Your TARDISers find themselves in Domain London. But it seems that Susan is now missing, and their efforts to find her lead to a confrontation with the ambitious Lord Haldoran, who is poised to take control of southern England through all-out war. With the help of a sinister advisor, Haldoran's plans are already well advanced. Power cables have been fed down a mineshaft, reactivating a mysterious old device of hideous power. But has the Dalek presence on Earth really been wiped

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out? Or are there still traps set for the unwary? Your PCs learn to their cost once again that when dealing with the evil of the Daleks, nothing can be taken at face value...

Dreamstone Moon [L35, G9, X9]

Separated from the TARDIS and rescued from an out-of-control spaceship, one of your PCs find themselves on a tiny moon which is the only known source of dreamstone, a mysterious crystalline substance that can preserve your dreams – or give you nightmares. Pitched into the middle of a conflict between the mining company extracting dreamstone and ecological protesters, they think it's easy to decide who the good guys are – until people start dying, and the killers seem to be the same species as some of their new friends. Meanwhile, the TARDIS crew has tracked their missing team member down, but before they can reach them, it's co-opted by the Dreamstone Mining Company and their sinister military advisers. Suddenly, it's war – and the PCs are forced to fight against what they believe in. But the dreamstone isn't what it appears to be, and nobody could dream who the real enemy is...

Seeing I [V71, L51, G7, G10]

Your PCs come across evidence of alien involvement in the local mega-corporation, INC – and are soon confined to a prison that becomes a hell of their own making. Where did INC's mysterious eye implants really come from? What is the company searching for in the deserts? What is hiding in the shadows, watching their progress?

Placebo Effect [A21, A38, A49, L70]

It is 3999. An artificial planetoid, Micawber's World, is hosting the Intergalactic Olympic Games, and athletes from all the worlds in the Galactic Federation are coming to take part. But when your time travellers arrive, murders soon begin... They are drafted in to examine some bizarre new drugs that are said to enhance the natural potential of the competing athletes. But what is their real purpose? Why are members of the Security Forces disappearing randomly? And just why is Chase Carrington, manufacturer of the drug, so protective of his company's secrets? Watching and waiting, at the very heart of Micawber's World, is a race of parasites. The Wirrn have come to the Milky Way from Andromeda, determined to spread their seed throughout a whole new galaxy.

Vanderdeken's Children [L98]

A mysterious disturbance in the hyperspatial vortex causes your TARDIS to materialise in deep space. Here your characters find that a huge derelict alien craft has become the subject of a dangerous confrontation between starships from the rival systems of Nimos and Emindar. At the centre of the dispute is a ruthless politician with secrets of his own – a man who is willing to risk innocent lives to claim the derelict for himself. While the PCs find themselves accompanying an expedition into the heart of the alien vessel, strange and frightening incidents spread terror through the watching ships. But exploring deeper into the derelict disturbs a sinister presence and takes the expedition towards an inevitable confrontation with fate – and perhaps beyond the boundaries of life itself...

The Scarlet Empress [A44, A58, V126, L56]

Arriving on the almost impossibly ancient planet of Hyspero, a world where magic and danger walk hand in hand, your TARDISers are caught up in a bizarre struggle for survival. Hyspero has been ruled for thousands of years by the Scarlet Empresses, creatures of dangerous powers – powers that a Time Lady is keen to possess herself: the eccentric time traveller and philanderer known only as Iris Wildthyme. As the real reasons for Iris's obsession become clear, your PCs must embark on a perilous journey across deserts, mountains, forests and oceans. Both friends and foes are found among spirits, djinns, alligator men and golden bears – but in a land where the magical is possible, is anything really as it seems?

The Janus Conjunction [L62, L69]

The planets Janus Prime and Menda are diametrically opposed in orbit around a vast Red Giant star. But while Menda is rich and fertile in the light of the sun, Janus Prime endures everlasting night, its moon causing a permanent solar eclipse. When your TARDISers arrive on Janus Prime, they find themselves in the middle of a war between rival humans colonising the area. The planet is littered with ancient ruins, and the Mendans are using a mysterious hyperspatial link left behind by the planet's former inhabitants. But what is its true purpose? The PCs must piece together a centuries-old puzzle. How can Janus Prime's moon weigh billions of tons more than it should? Why is the planet riddled with deadly radiation? As the violence escalates around them, will your time travellers survive to discover the answers?

Beltempest [V43, V70, V127, L10]

The people of Belannia II see their sun, Bel, shrouded in night for a year following an impossible triple eclipse. When Bel is returned to them a younger, brighter, hotter star, it is the beginning of the end for the entire solar system... Ten million years later, your characters arrive on Belannia VI, where the population is under threat as disaster looms – immense gravitational and dimensional disturbances are surging through this area of space. While your time travellers attempt to help the survivors and ease the devastation, a religious suicide-cult leader is determined to spread a new religion through Bel's system – and his word may prove even more dangerous than the terrible forces brought into being by the catastrophic changes in the sun...

The Face-Eater [V49, L85]

Your time travellers arrive on Proxima II, one of the earliest planets colonised in humanity's first big push into space. But instead of a brave new world, they find a settlement rife with superstition and unrest. The native Proximans are inexplicably dying out. Humans too are being killed in horrific ways, with each face being stripped bare. Posing as investigators from Earth, the PCs must track down the force moving through the dark catacombs beneath Proxima City. It seems that the superstitious whisperings of the colonists may be well founded – that the sinister Face-Eater from Proximan mythology has awakened from its long sleep, to drive out all those who would defile its world...

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The Taint [A10, V6, V9]

The TARDIS has brought the PCs back to Earth – and straight into danger. It is 1963. Six very different people have been gathered together for study by parapsychologist Charles Roley in his stately home outside London. All of them claim to have been possessed by the devil, and all have shared similar delusions – they describe the same bizarre “death cave” riddled with demons. Roley’s experiments are having a gradual yet terrifying effect on his subjects, and your TARDISers discover the connections between those tainted with the madness are more disturbing than anyone could guess. For your Time Lord, too, has seen the cave they describe – on a dead world, billions of years ago.

Demontage [V14, L100, G15]

The Vega Station – a haven for gamblers, art lovers and duty-free shoppers, the one place where the Battrulians and their erstwhile enemies, the Canvine, meet and mix, in neutral space. A pressure point, an explosive mixture. And just as the new President of Battrul is about to arrive, the TARDIS crew turn up. Your PCs are in trouble. One has accidentally gotten themselves hired as an assassin and upset Bigdog Caruso, the unofficial Canvine leader on Vega. Another has become involved with the key witness to a murder, and the witness has vanished. The Time Lord, meanwhile, has been roped in to help with investigations into robbery, sabotage and the murder, as well as to sort out everyone else’s problems. And if the PCs should get bored, there’s a hitman on the loose, monsters roaming the station corridors, an exhibition of art by a painter who depicted his own death, and the opera.

Revolution Man [V41, V73, G16]

1967: The Revolution has just started. All you need is love – but the ability to bend space and time helps. An entity called the Revolution Man is writing his graffiti across the surface of the Earth, using a drug called Om-Tsor. Trouble is, none of this was supposed to happen.

1968: The Chinese People’s Army want to defeat the capitalists. Om-Tsor is the most powerful means available, and the source is on their doorstep. If half of India is immolated – well you can’t make an omelette without breaking eggs...

1969: The Revolution Man has decided. Mankind is evil, not good. The only way forward is to destroy all of it. Your characters struggle to find him but time is running out...

Dominion [A76, L32]

Your crew loses the TARDIS after an encounter with a mysterious dimensional anomaly, and is stranded amongst the forests and lakes of southern Sweden in the summer of 1999, where it quickly becomes clear that something unusual – and dangerous – is afoot. The PCs get involved with investigations into strange disappearances – and manifestations of even stranger creatures. Events quickly spiral out of control as they become entangled with a secret deep beneath the forest, a secret which could save an entire doomed alien race – but destroy the Earth in the process.

Unnatural History [A75, A85, V50, V68, V85, G7, G20, X8]

“They called it the Millennium Effect, but the millennium was only beginning.”

San Francisco has changed since the start of 2000. The laws of physics keep having acid flashbacks. There are sightings of creatures from outside our dimensions, stranded aliens and surrealist street performers. The city has become a Mecca for those who revel in impossible creatures – and those who want to see them pinned down and put away. And beneath the waters of the Bay, something huge is waiting. With time running out, your Time Lord must choose which to sacrifice – a city of wonders, or the life of an old and dear friend.

Autumn Mist [V9, V132]

The Ardennes, December 1944: Nazi forces are making their last offensive in Europe – a campaign which will come to be called the Battle of the Bulge. But there is a third side to this battle: an unknown and ancient force which seems to pay little heed to the laws of nature. Where do the bodies of the dead disappear to? What is the true nature of the military experiments conducted by both sides? Your TARDISers must seek out the truth in a battlefield where no one and nothing is quite what it seems...

Interference [A3, A10, A55, A58, V50, V119, L5, L37, G5, G8, G18]

They call it the Dead Frontier. It’s as far from home as the human race ever went, the planet where mankind dumped the waste of its thousand-year empire and left its culture out in the sun to rot. But while one version of your Time Lord faces both their past and their future on the Frontier, another finds themselves on Earth in 1996, where the seeds of the empire are only just being sown. The past is meeting the present, cause is meeting effect, and your TARDIS crew is about to be caught in the crossfire.

The Blue Angel [A57, A58, V30, L41, V78]

This is a story about Winter... As your characters become involved in affairs aboard the Federation Starship Nepotist, Iris Wildthyme is rescuing old ladies who are being attacked by savage owls in a shopping mall. And, in a cat’s cradle of interdimensional corridors lies the Valcean City of Glass, whose King Dedalus awaits the return of his Angel son and broods over the oncoming war...

The Taking of Planet 5 [A52, V19, V42, V102, X8]

Twelve million years ago, a war touched the Earth briefly. Now, in Antarctica, an archaeological team has discovered the detritus of the conflict. And it’s alive. Twelve million years ago, a creature evolved that was capable of consuming all life in the universe. Now someone, or something, is desperate enough to want to revive it. Outside the ordered universe, things move. They’re hungry. And something has given them the scent of our space/time. In the far future, your PCs have learnt of the war and may feel they must intervene – but it’s more than just a local conflict of interest. One of the groups of combatants is from their own future, and the other has never, ever, existed.

Frontier Worlds [V117, L36]

What strange attraction lures people to the planet Drebnar? When the TARDIS is dragged there, your PCs must find out why. They will discover that scientists from the mysterious Frontier Worlds Corporation have set up a base on the planet, and are trying to blur the distinction between people and plants. The

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TARDIS crew must prevent a biological catastrophe – but their plan goes wrong all too soon. When one of them gets trapped in a freezing wilderness, who can stop them falling victim to a lethal experiment in genetic modification? For something else has been lured to Drebnar, something that Frontier Worlds Corporation will ruthlessly exploit without care for the consequences – an ancient organism which threatens to snuff out Drebnar's solar system.

Parallel 59 [L92]

Fleeing a doomed space station in tiny life capsules, your PCs find themselves prisoners of Parallel 59, a militaristic power on the planet Skale, while one of them finds themselves apparently safe in Mechta, a colony for convalescents. A space race is in full swing on Skale, with each of the planet's many blocs desperate to be first to reach the stars. If your PCs' knowledge helps Parallel 59 to succeed, the consequences for the rest of the world could be devastating. But what if Skale decrees that Mechta must be totally destroyed?

The Shadows of Avalon [A2, A78, V18, V54, L7]

Your Player Characters are marooned in Avalon, the other-dimensional kingdom of the Catuvelauni. Now it seems they'll have to make a new life for themselves with the Celts who live in the Dreamlands. Perhaps even help in the Celts' negotiations with the Unseelie, the sinister original inhabitants of Avalon, who live far to the North. But then a gateway opens between Earth and Avalon. The British Army arrives in force. And Brigadier Lethbridge-Stewart negotiates a treaty that will lead to war in the Land of Dreams. With fearsome dragons duelling jet fighters, and vicious Gallifreyan agents causing havoc, can they save the world and themselves?

The Fall of Yquatine [V112, L71]

Yquatine – cultural, political and economic centre of the Minerva System. A planet with a month to live. Your TARDISers must team up with Lou Lombardo – part-time dodgy temporal gadget salesman and full-time pie seller – and with Arielle, the President's runaway girlfriend (but is she really the best person to shack up with?). As your PCs try to talk sense into the politicians and soldiers and avert the war, they will discover that things can only get worse.

Coldheart [V136, L47]

Your TARDIS arrives on the planet Eskon – a strange world of ice and fire. Far beneath the planet's burning surface are vast lakes frozen solid by the glacial subterranean temperature. But the civilised community that relies on the ice reservoirs for its survival has more to worry about than a shortage of water. The hideous slimers – degenerate mutations in the population – are growing more hostile by the moment, and their fanatical leader will stop at nothing to exact revenge against those in authority. But what connects the slimers to the unknown horror that lurks deep beneath the ice? And what is the terrible truth that the city leaders will do anything to conceal? To unearth the ugliest secrets of Eskon, your TARDIS crew must become involved in a desperate conflict, either get embroiled in the deadly plans of the slimers, or lead a danger-fraught subterranean expedition to prevent a

disaster that could destroy the very essence of Eskon... its cold heart.

The Space Age [V93]

This is the city: a technological paradise built by an advanced race. Its glittering towers reach proudly for the stars, and its spires are looped by elevated roadways. The people that lived here were enlightened and contented. They travelled in bubble-topped saucer cars, along moving pavements or in anti-gravity tubes. Obedient robots tended to their every whim. Disease, war, famine and pollution had been eradicated. Food machines synthesised all essential nutrients into pill form, and personal rocket ships brought the solar system within reach. The people of the city befriended Venusians and Martians alike. The city is self-cleansing. Its systems harness solar power and static electricity. Its buildings are constructed from a metal that will never rust or tarnish. It will stand forever as a monument to the achievements of the human race. This is Earth. The year is 2000 AD. This is your future. Welcome to the Space Age.

The Banquo Legacy [V16, L8, G1]

Banquo Manor – scene of a gruesome murder a hundred years ago. Now history is about to repeat itself.

1898 – the age of advancement, of electricity, of technology. Scientist Richard Harries is preparing to push the boundaries of science still further, into a new area: the science of the mind. Pieced together at last from the accounts of solicitor John Hopkinson and Inspector Ian Stratford of Scotland Yard, the full story of Banquo Manor can now be told. Or can it? Even Hopkinson and Stratford don't know the truth about the mysterious noted forensic scientists from Germany who have come to witness the experiment (your PCs). And for your TARDISers, time is literally running out, and they're desperate to uncover the Time Lord agent who has them trapped.

The Ancestor Cell [A10, A78, V50, V67, L40, G5]

A gargantuan structure, hewn from solid bone, has appeared in the skies over Gallifrey. Its origin and purpose are unknown, but its powers threaten to tear apart the web of time and the universe with it. Only your Player Characters can get inside... but soon they will learn that nothing is safe and nothing sacred. Shot by both the Time Lords and Faction Paradox, confronted by past sins and future crimes, they find themselves prisoners of their own actions. With options finally running out, they must face their most crushing defeat or take one last, desperate chance for salvation...

The Burning [V13, V121, X7]

The late 19th Century – the age of reason, of enlightenment, of industrialisation. Britain is the workshop of the world, the centre of the Empire. Progress has left Middletown behind. The tin mine is worked out, jobs are scarce, and a crack has opened across the moors that the locals believe reaches into the depths of Hell itself. But things are changing: Lord Urton is preparing to reopen the mine; the Society for Psychical Research is interested in the fissure; Roger Nepath and his sister are exhibiting their collection of mystic Eastern artefacts. People are dying. Only your PCs can

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unravel the mysteries; only your PCs can begin to understand the forces that are gathering; only your PCs can hope to fight against them. And only your PCs know that this is just the beginning of the end of the world. Only your PCs can stop the Burning.

Casualties of War [A72, V36]

1918. The world is at war. A terrible raging conflict that has left no one untouched. In the North Yorkshire village of Hawkswick, it seems that the dead won't stay down. There are reports of horrifically wounded soldiers on manoeuvres in the night. Pets have gone missing, and now livestock is found slaughtered in the fields. Suspicion naturally falls on nearby Hawkswick Hall, a psychiatric hospital for shell-shocked soldiers, where Private Daniel Corey senses a gathering evil. As events escalate, your PCs arrive on the scene. Can they solve the mystery of Hawkswick?

The Turing Test [A23, A51, A64, A67, V23, X7]

The Second World War is drawing to a close. Alan Turing, the code-breaker who has been critical to the allied war effort, is called in to break a mysterious new cypher. It's coming from Germany, and everyone assumes it is German. But your PCs know they're wrong. Then people start dying. Graham Greene, novelist and spymaster, has encountered something even stranger in a remote African village. To find out the truth, they must all cross the front line and travel through occupied Germany – right into the firing line of the bloodiest war in history. What they find there has no human explanation...

Endgame [A67, V92]

Winning is everything – and nothing.

Losing is nothing – and everything.

All that matters is the game.

The Players have decided on an Endgame. Play ends only when one side has been annihilated – even if the entire planet is destroyed in the process. They weren't expecting your characters to be among the pieces – and neither were they. They may even have no interest in the Cold War, in spies or double agents or secret documents. But they're soon forced to take an active role. Because as far as the authorities are concerned, your Time Lord is the Third Man...

Father Time [A17, V83, G19]

Earth in the 1980s is a battleground. Rival alien factions have travelled from the far future to pursue their vendetta. With UFOs filling the skies, a giant robot stalking the Derbyshire hills, and alien hunters searching for the mysterious Last One, your PCs must protect the innocents caught in the crossfire. But old scores are being settled, the fate of a Galactic Empire is at stake, and, against their will, your time travellers are drawn into a decade-long war that will strike at those they hold most dear.

Escape Velocity [A1, A35, V24, V87]

Your TARDISers find themselves involved in a desperate contest between Pierre-Yves Dudoin and Arthur Tyler the Third, each determined to be the first privately funded man in space. But not all the parties are playing fairly: members of an alien race called the Kulan are helping the Frenchman – and at the far reaches of

the Solar System their battle fleet awaits... Can your PCs find a missing man before the alien contact proves fatal? Who are the secret agents keeping tabs on the rival Space Race teams? And will they have what it takes to stop the Kulan Invasion of Earth?

EarthWorld [A35, L39, L74]

Your TARDIS was set for home, so quite why there are dinosaurs outside, you're not sure. You're either in prehistoric times or on a parallel Earth. But that doesn't explain the homicidal triplet princesses, the teen terrorists, the deadly android doubles (and triples) and the hosts of mad robots. You're never going to complain about Monday mornings in the office again, are you?

Fear Itself [V61, L49]

The 22nd Century: A few short years of interstellar contact have taught humanity a hard lesson – there are creatures abroad that are nightmare manifest. Powerful, unstoppable, alien forces. It's a realisation that deals a body blow to man's belief in his own superiority, and leaves him with the only option he has ever had: to fight. When your time travellers are caught in the crossfire, they find humanity licking its wounds and preparing for war. But the fight against alien forces is no job for amateurs; one misstep could be fatal.

Vanishing Point [V17, L21]

Imagine a world where death has meaning, where God exists and faith is untested. Where people die with the purpose of their lives made clear to them in blissful understanding. Such a world exists, hidden on the far side of the universe where your TARDIS has just faded into being... But unknown to the populace, unknown even to the Creator, an alien evil has stalked this world for hundreds of years. When your PCs arrive, they soon find themselves embroiled in the alien's final, desperate plans for this planet – and in the hunt for a murderer who cannot possibly exist... Unnatural deaths are being visited on the people. Campaigns of terror threaten to tear this world apart. It seems that the prophecy of the Vanishing Point where all life shall meet all death under the Creator's aegis is coming to pass. For when God exists, prophecy, however fantastic or deadly, is fact.

Eater of Wasps [A83, V21, G2]

Your TARDIS lands in the sleepy English village of Marpling, as calm and peaceful as any other village in the 1930s. Or so it would seem at first glance. But the village is about to get a rude awakening. Your PCs discover they aren't the only time travellers in the area: a crack commando team is also prowling the Wiltshire countryside, charged with the task of recovering an appallingly dangerous artefact from the far future – and they have orders to destroy the entire area, should anything go wrong. And then there are the wasps... mutant killers bringing terror and death in equal measure. What is their purpose? How can they be stopped? And who will be their next victim? In the race to stop the horror that has been unleashed, your characters must outwit both the temporal hit squad, who want them out of the way, and the local police – who want them for murder.

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The Year of Intelligent Tigers [A66, V69, L55]

The weather is going to hell. The tigers are coming to town. The island world of Hitchemus is home to a colony of musicians and seemingly harmless alien animals. When the storms and the tigers break loose, your TARDISers may try to protect the humans – but the humans don't want them to. When they venture into the wilderness in search of the tigers' secrets, they will find themselves on their own, trying to prevent a war. With both sides eager for blood, and hurricanes on the horizon, they must decide whether this time they're on the side of the human race.

The Slow Empire [V152, L89, G23]

Enter an Empire where the laws of physics are quite preposterous – nothing can travel faster than the speed of light and time travel is impossible. A thousand worlds, each believing they are the Centre, each under a malign control of which they themselves are completely unaware. As the only beings able to travel between the worlds instantaneously, your TARDISers must piece together the Imperial puzzle and decide what should be done. The soldiers of the Ambassadorial Corps are always, somehow, hard on their heels. Their own minds are busily fragmenting under metatemporal stresses. And their only allies are a man who might not be quite what he seems (and says so at great length) and a creature we shall merely call... the Collector.

Dark Progeny [V158, L16]

The planet Ceres Alpha is being "developed". The surface crawls with gigantic city-machines that are churning and rebuilding the world, seeding it with tomorrow's vegetation so that full-scale colonisation can follow. But Gaskill Tyran, head of the biosphere-engineering WorldCorp, is finding things more difficult than he would like. The whole project seems to be falling apart under an ever-increasing burden of mysteries. Why has a batch of strange babies been born with telekinetic powers? Why won't the terraforming go according to plan? Why are there more and more problems with the comp systems that run the city-machines? It seems there may be conspirators. A rival Corporation with its eye on the contract for Ceres Alpha. And Tyran's patience is now wearing thin. But then he gets his answer. Mysterious infiltrators you know as your own Player Characters!

The City of the Dead [V78, V155, G3, X8]

Nothing can get into the TARDIS, and Nothing has. New Orleans, the early 21st Century. A dealer in morbid artefacts has been murdered. A charm carved from human bone is missing. An old plantation, miles from any water, has been destroyed by a tidal wave. Your PCs can go dancing, grave-robbing, or just attract the interest of a homicide detective and the enmity of a would-be magician. They may want to find out the secret of the redneck thief and his blind wife, or help the crippled curator of a museum of magic, or try to refuse politely the request of a crazy young artist that one of them pose naked with the man's wife. Most of all, they need to figure out what all these people have to do with the Void that is hunting them down. Before it catches them.

Grimm Reality [V1, V153, L3, X8, X9]

There is a world where wishes can come true. Where any

simpleton can become a king and any scullery maid might be a princess in disguise. Kindness and virtue are rewarded, and the wicked are made to dance in red-hot shoes until they die. But a witch's oven will cook both the virtuous and the wicked alike, and many a frog prince is crushed beneath the wheels of a cart before he gets that magic kiss. This world has its own rules and it doesn't care that your time travellers don't know them. Now other outsiders have come to the world – traders from the stars seeking the treasures that fell from the rip in the sky. There are riddles to be solved, contests to win, flax to spin. The world to survive. But the World of Wishes is itself in danger from a race of beings with only one wish. And there is a Princess asleep, and a beast awake – and Giants.

The Adventuress of Henrietta Street [A20, A65, A71, V7, V122, G13]

On February 9, 1783, a funeral was held in the tunnels at the dead heart of London. It was the funeral of a warrior and a conjurer, a paladin and an oracle, the last of an ancient breed who'd once stood between the Earth and the bloodiest of its nightmares. Her name was Scarlett. Part courtesan, part sorceress, this is her history: the part she played in the Siege of Henrietta Street, and the sacrifice she made in the defence of her world. In the year leading up to that funeral, something raw and primal ate its way through human society, from the streets of pre-Revolutionary Paris to the slave-states of America. Something that only the 18th Century could have summoned, and against which the only line of defence was a bordello in Covent Garden. And then there was Scarlett's accomplice, the "elemental champion" who stood alongside her in the final battle. Your Time Lord.

Mad Dogs and Englishmen [A28, A73, A74, L30]

The greatest book ever written. Professor Reginald Tyler's *The True History of Planets* was a 20th-Century classic; an epic of dwarves and swords and wizardry. And definitely no poodles. Or at least there weren't when you read it. Now it tells the true tale of how the Queen of the poodles was overthrown; it's been made into a hit movie, and it's going to cause a bloodbath on the dogworld – unless your PCs (and assorted friends) can sort it all out. You will need to infiltrate the Smudgelings, Tyler's elite Cambridge writing set of the early 20th Century; fall for flamboyant torch singer Brenda Soobie in sixties Las Vegas; and experience some very special effects in '70s Hollywood. Your intention is to prevent the movie from ever being made. But there is a shadowy figure present in all three time zones who is just as determined to see it completed... so the poodle revolution can begin.

Hope [A35, V133, V135, L44]

In the far future, the city of Hope isn't a place for the weak. The air is thick with fog. The sea burns. Law and order are a thing of the past. Headless corpses are being found at the edge of the city, and the militia can't find the killer. Members of a deranged cult mutilate themselves while plotting the deaths of their enemies. Even the PCs may find it difficult to see any possibility of redemption for this cursed place. All they want to do is leave, but to do so they need the TARDIS – and the TARDIS is lost in the depths of a toxic sea. When the most powerful man on the planet offers to retrieve the TARDIS – for a price – they have no choice

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but to accept. But while they're hunting a killer, another offer is being made – one which could tear your TARDIS crew apart...

Anachrophobia [V22, V122, L60]

Imagine a war. A war that has lasted centuries, a war which has transformed an entire planet into a desolate No Man's Land. A war where time itself is being used as a weapon. You can create zones of decelerated time and bring the enemy troops to a standstill. You can create storms of accelerated time and reduce the opposition to dust in a matter of seconds. But now the war has reached a stalemate. Neither the Plutocrats nor the Defaulters have made any gains for over a hundred years. Your TARDISers arrive at Isolation Station Forty, a military research establishment on the verge of a breakthrough. A breakthrough which will change the entire course of the war. They have found a way to send soldiers back in time. But time travel is a primitive, unpredictable and dangerous business. And not without its own sinister side effects...

Trading Futures [V8, V24, V77, V113, L38, G17]

"Welcome to the future." The early decades of the 21st Century. All the wars have been won. There are no rogue states. The secret services of the world keep the planet electronically monitored, safe from all threat. There is no one left for the United States and the Eurozone to fight. Except each other. A mysterious time traveller offers a better future – he has a time machine, and with it, humanity could reach the next stage of evolution, they could share its secrets and become the new Lords of Time... either that, or someone could keep the technology for themselves, and use it to fight the ultimate war.

The Book of the Still [V145, L6, L68, G4]

The Unnoticed are bound to keep themselves isolated from all history, or face a complete collapse from existence. *The Book of the Still* is a lifeline for stranded time travellers – write your location, sign your name and be instantly rescued. When the Unnoticed learn that within the book someone has revealed both their existence and whereabouts they are forced into murderous intercession to find it. One of your PCs knows where it is, because they stole it. Carmodi, addicted to the energies trapped in frequent time travellers, also knows where it is. But she's the one who's stolen your PC. Another Player Character, alone on a doomed planet, trying to find evidence of a race that has never had the decency to exist, doesn't know where anybody is. Embroiled in the deadly chase, your Time Lord is starting to worry about how many people they can keep alive along the way...

The Crooked World [L24]

The people of the Crooked World lead an idyllic existence. Take Streaky Bacon, for example. This jovial farmer wants nothing more from life than a huge blunderbuss, with which he can blast away at his crop-stealing nemesis. And then there's Angel Falls, a racing driver with a string of victories to her name. Sure, her trusted guardian might occasionally put on a mask and menace her for her prize money, but that's just life, right? And for Jasper the cat, nothing could be more pleasant than a nice, long nap in his kitchen – so long as that darn mouse doesn't jam his tail into

the plug socket again. But somebody is about to shatter all those lives. Somebody is about to change everything – and it's possible that no one on the Crooked World will ever be happy again. Your TARDIS is about to arrive. And when it does... That's all folks!

History 101 [A40, A67, V2, V122, V125, L15]

Spain, 1937. In April, the small town of Guernica was razed to the ground in a firestorm that claimed a thousand or more lives. In May, Barcelona exploded into fierce street fighting as different political factions fought for control of the city. Both events have been the subject of fierce propagandist claims by all sides, but this book examines new evidence to suggest that the two events are more closely linked than previously thought. Who were the shadowy figures working behind the scenes? And were there really monsters roaming the streets? Presented in the form of an adventure scenario, History 101 tries to discover if the absolute truth can ever be revealed. It should be played as part of your ongoing Doctor Who RPG history course.

Camera Obscura [A50, V4, V7, V106, V108, V122, G13, G21]

As a new danger menaces reality, your PCs find themselves working with Sabbath again. From a seance in Victorian London to a wild pursuit on Dartmoor, they work frantically to unravel the mystery of this latest threat to Time... Before Time itself unravels.

Time Zero [A22, A50, V13, V24, V101, V122, L73, G13]

"It doesn't take the creation of a whole new universe just to kill a cat." At the Naryshkin Institute in Siberia, scientists are busily at work in a haunted castle. Over a century earlier, creatures from a prehistory that never happened attack a geological expedition. Pages from the lost expedition's journal are put on display at the British Museum, and a US spy plane suffers a mysterious fate. Deep under the snowy landscape of Siberia the key to it all remains trapped in the ice. Why is Colonel Hartford so interested in the Institute? Who is the mysterious millionaire who is after the journal? How is the Grand Duchess, descendant of the last Tsar, involved? Soon your characters are caught up in a plot that reaches back to the creation of the Universe. And beyond... to Time Zero.

The Infinity Race [V7, V122, V154, L29, L87, G13]

Welcome to the Selonart Trans-Global Regatta – The ultimate sporting event in the universe! Your characters are in trouble. They have their own race to win. Stuck in a parallel dimension, pursuing the mysterious Sabbath, they must unravel a complex plot in which they themselves may be pawns. Following the only lead, the TARDIS arrives on Selonart – a planet famed for the unique, friction-nullifying light water that covers its surface. A water that propels vast, technological yachts across its waves at inconceivable speeds. All in all, an indulgent, boastful demonstration of power by Earth's ruthless multi-stellar corporations. Is Sabbath's goal to win the race? Who is Bloom, the enigmatic Selonart native? As the danger escalates, your PCs realise that they are being manoeuvred into engineering their own downfall. Is it already too late for them?

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The Domino Effect [A23, A36, V7, V122, L81, G13]

The TARDIS lands in the Scottish capital, Edinburgh, during Easter 2003. The city is almost at a standstill, its public services close to collapse and its people terrorised by a bombing campaign. Within hours one of your PCs is caught in a deadly explosion, while another appears on television confessing to the murder of twelve people. The TARDIS is stolen by forces intent on learning its secrets. Someone is manipulating events to suppress humanity's development – but how and why? The trail leads to London where a cabal pushes the world ever closer to catastrophe. Who is the prisoner being held in the Tower of London? Could they hold the key to saving mankind? Your characters must choose between saving one of their own or saving Earth in the past, present and future.

Reckless Engineering [A60, A63, V48, L18, G24]

The history of the planet Earth has become splintered, each splinter vying to become the prime reality. But there can only be one true history. Your PCs might have a plan to ensure that the correct version of history prevails – a plan that involves breaking every law of Time. But with the vortex itself on the brink of total collapse, what do mere laws matter? From the Bristol riots of 1831, to the ruins of the city in 2003, from a chance encounter between a frustrated poet and Isambard Kingdom Brunel, to a plan to save the human race, the stakes are raised ever higher – until reality itself is threatened.

The Last Resort [A61, V7, V66, V122, G13]

It's hard to be sure of anything now. Good Times Inc. promised a new tourist experience, with hotels in every major period of human history – but that kind of arrogance comes with a price, and it's a price the PCs don't want to pay. As aliens conquer an alternative Earth, the TARDISers race to find out how to stop Good Times without stopping time itself. But they find that events are out of control – they can't even save each other. At the Last Resort, only Sabbath can save the day. And then the price gets even higher...

Timeless [A32, A39, V7, V80, V122, G13]

The fuse has been lit. Reality has been blown apart, and the barriers that shield our universe from the endless others running parallel have shattered with it. The only chance the PCs have of saving the multiverse from total collapse is if they can get back to Earth – where the damage was first done – and put things right. With time running out, they finally understand why "our" universe is unique. In proving it, they might nearly destroy the TARDIS and all aboard – and become involved with the machinations of the mysterious Timeless organisation. They can fix your wildest dreams, get away with murder and bring a whole new meaning to the idea of victimless crime. Soon, they are forced into a deadly showdown in a killing ground spawned before time and space began.

Emotional Chemistry [A26, A34, A37, V118, V149]

"Love! Surely one of the most destructive forces in the universe. There's nothing a man – or woman – won't do for true love."

1812. The Vishenkov household, along with the rest of Moscow,

faces the advance of Napoleon Bonaparte. At its heart is the radiant Dusha, a source of strength and inspiration – and more besides – for them all. Captain Victor Padorin, heroic Hussar and family friend, meanwhile, acts like a man possessed – by the Devil. 2024. One of the PCs is under interrogation regarding a burglary and fire at the Kremlin. Another has disappeared in the flames. Colonel Bugayev is investigating a spate of antique thefts, centred in Moscow, on top of which he now has a time travel mystery to unravel.

5000. Lord General Razum Kinzhal is preparing to set in motion the closing stages of a world war. More than the enemy, his fellow generals of the Icelandic Alliance fear what such a man might do in peacetime. What can possibly bridge these disparate events in time? Love will find a way. But there must be a better alternative. Before love sets the world on fire.

Sometime Never... [A17, A88, V7, V25, V122, L103, G13, G25]

This Week: A hideous, misshapen creature releases a butterfly. Next Week: The consequences of this simple action ensure that history follows its predicted path... Sometime: In the swirling maelstrom of the Time Vortex, The Council of Eight map out every moment in history and take drastic measures to ensure it follows their predictions. But there is one elemental force that defies their prediction, that fails to adhere to the laws of time and space... A rogue element that could destroy their plans merely by existing. Already events are mapped out and defined. Already the pieces of the trap are in place. The Council of Eight know when Sabbath will betray them. They know when your PCs will survive the horrors in the Institute of Anthropology. They know when they will finally realise the truth. They know that this will be: Never.

Half-life [A17, A70, V94, L48]

The Terran colony world of Espero seems the unlikely source of a sophisticated distress call. And your time travellers are not the only ones responding to it. They may consort with royalty, go on the run with a 16-year-old girl, or meet a small boy with a dark secret. In a race for the minds and souls of an entire planet, they are offered temptations that may change them forever.

The Tomorrow Windows [A31, V96, V103, V151, L91, L97, G22, X9]

There's a new exhibition at Tate Modern – *"The Tomorrow Windows"*. The concept is simple: look through a Tomorrow Window and you'll see into the future. You'll get "the Gist of Things to Come". According to the press pack, the Tomorrow Windows exhibition will bring about an end to war and suffering. Which is why someone decides to blow it up. Investigating this act of wanton vandalism, your time travellers visit an Astral Flower, the show-world of Utopia and Gadrahadraddon – the most haunted planet in the galaxy. They face the sinister Ceccecs, the gratuitously violent Vorshagg, the miniscule Micron and the enigmatic Poozle. And they encounter the doomsday monks of Shardybarn, the warmongers of Valuensis, the politicians of Minuea and the killer cars of Estebol. They also spend about half an hour in Lewisham.

The Sleep of Reason [V130, L86]

The near future: A person in a psychiatric hospital claims to be

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an alien time traveller. They once adventured across countless galaxies, fighting evil.

The past: An asylum struggles to change Victorian attitudes to the mentally ill. It catches fire in mysterious circumstances.

Now: A young woman takes an overdose and slips into a coma. She dreams of Death falling like a shroud over a benighted Gothic building. Caroline “Laska” Darnell is admitted to the Retreat after her latest suicide attempt. To her horror, she recognises the medical centre from recent nightmares of an old building haunted by a ghostly dog with glowing eyes. She knows that something is very wrong with the institute. Something, revelling in madness, is growing ever stronger. But if Laska is unable to trust her own perceptions, can she trust your Time Lord? And, all the while, the long-dead hound draws near...

The Deadstone Memorial [V109]

There is no such thing as a good night. You may think you can hide away in dreams. Safely tucked up in bed, nothing can touch you. But, as every child knows, there are bad dreams. And bad dreams are where the monsters are. By now, you know all about monsters. And you know that sometimes they can still be there when you wake up. And when the horror is more than just a memory, there is nowhere to hide. Even here, today, tonight... in the most ordinary of homes, and against the most ordinary people, the terror will strike. A young boy will suffer terrifying visions... and his family will encounter a deathless horror. Only your characters can help – but first, they must uncover the fearsome secret of the Deadstone Memorial.

To the Slaughter [A27, V5, V57, G11]

The solar system is being spring-cleaned, to improve its feng shui and attract big business back to the long-abandoned seat of Earth's empire. Celebrity decoratiste Aristotle Halcyon is heading the campaign of controlled demolition. Having swept away the Asteroid Belt and the Oort Cloud, he now plans to make Jupiter more aesthetically pleasing by removing scores of “unnecessary” moons. But the ancient satellites hold deadly secrets, as the Player Characters soon discover. With eco-terrorists planning sabotage, corrupt officials lining their own pockets and sinister forces acting on their own agendas, only they see that millions of innocents have been set on the fast track to bloody, unbridled destruction...

The Gallifrey Chronicles [A17, A58, A71, A77, A78, A85, V50, V95, V150, G5, G20]

Gallifrey has been destroyed. The Time Lords are dead, their TARDISEs annihilated. Those responsible (your PCs) have been tracked down and lured to Earth in the year 2005, where there will be no escape. But Earth has other problems – a mysterious signal is being received, a second moon appears in the sky, and a primordial alien menace waits to be unleashed... The stage is set for the ultimate confrontation – for justice to be done. Your TARDISEers will meet their destiny.

The Code of Flesh [A87, V131]

In 1890s Cardiff, reporter James MacFarlane is intrigued by rumours of “anaesthesia frolics”, at which gatherings the latest frontier in pain relief is demonstrated to influential guests. After

he speaks to someone who attended several such “frolics” – and left with a hand and two fingers missing – James realises that the events have a dark side. Contriving an invitation, he is astounded to find another guest also investigating – it's his old friends : Your characters! Reunited in mystery, you all enter the murky underbelly of polite Cardiff society, where you may uncover a shattering secret – and a monster lurking at its heart.

The Silver Turk [V3, V38, V134, L101]

Roll up! Roll up! To the great Viennese Exposition, where showman Stahlbaum will show you his most wonderful creation, the Silver Turk – a mechanical marvel that will not only play for you the fortepiano, the spinet and the flute, it will play you at the gaming table too! But your Player Characters are able to identify the incredible Turk as one of their deadliest enemies – a part-machine Cyberman. And that's not even the worst of the horrors at large in the city...

The Witch from the Well [V100, V146]

A shrieking, killing nightmare erupts from an overgrown well, hidden in the grounds of an old house, Tranchard's Folly – and your PCs are able to rescue teenage twins Finicia and Lucern from the clutches of the monster. But a TARDIS trip in search of the origin of the horror goes terribly wrong when they and their two new friends find themselves stuck in the middle of a seventeenth century witch scare. They must investigate the strange lights at Vetter's Tor, or go in search of an artefact from the Hecatrix Dimension and confront the secrets of the past... and the future. The truth will out: Master Kincaid, the terrible Witch-Pricker himself, commands it!

Army of Death [V11, L34]

Your TARDIS lands on the continent of Zelonia, on the frontier world Draxine – where, many moons ago, the twin citystates of Garrak and Stronghaven bore testament to mankind's colonial spirit. That was before the sinister death cult of Garrak's President Harmon took hold – and Garrak annihilated itself, utterly, in an apocalyptic explosion. Before the bones of Garrak's dead came back to life, and its skeletal citizens began marching, marching, marching on Stronghaven itself. But what do they want, this army of death? And can anything stop them? In search of answers, your time travellers must journey into the dead heart of a dead city to face a terrifying adversary, whose ambitions transcend the stuff of life itself.

The Infinity Doctors [X3]

“Sing about the past again, and sing that same old song. Tell me what you know, so I can tell you that you're wrong.” Gallifrey. For twenty thousand centuries, the Gallifreyans have been the most powerful race in the cosmos. They have circumnavigated infinity and eternity, harnessed science and conquered death. They are the Lords of Time, and have used their powers carefully. But now a new force is unleashed, one that is literally capable of anything. It is enough to give even the Time Lords nightmares. More than that: it is enough to destroy them. It is one of their own. Waiting for them at the end of the universe.

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 Eighth Doctor sourcebook (references starting with "p." refer to that book).

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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 60 years of storytelling.

WORDS

Michel M. Albert: General editing, Introduction, Timeline, Overseers, Omitted But Not Forgotten, Chapter 7: Adventure Seeds, Appendix, additional material.

Dylan Carroll: Dr Grace Holloway, Equinoids, Ersatz Companions of the Eighth Doctor, Frida Kahlo and Diego Rivera, Leighton Woodrow, Sitting Bull, Spring-Heeled Jack, The Beige Guardian, Captain Horstrogg, Donald Stark. The Elysian Chapter, Enquiry Pathogen, Gaijin, Greneral Armstrong Custer, Shapeshifters, Susini of the Wasting Wall, Torajenn, Tubal Cain, Varney, The Windigo, Bish's Bar, Blueberry House, Crivello's Cauldron, Darbodia, Hippocrates Base, Icarus Falling, Paradost, Trionikus Debris, Anomaly Bombs, The Imagineum, Stattenheim Summoner.

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ART (images used under terms of fair use)

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Alex Aphey: Councilor Ryoth.
Alexiszet: The Tyger.
Wayne Douglas Barlowe: Elder Things.
Machet Bastien: Stonehenge, 2500 BC (Shalin).
Trevor Baxendale: Old Man Crawley.
bbbetto: Albert.
BBV Productions: Ulysses, Saldaamir and Larna (Saldaamir).
Allan Bednar: The Man with the Rosette, Lord Edward Greyhaven, Lord Xznaal, (with Robert Blancas) The Klade.
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Jim Burns: The Conservancy.
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Lynette Cook: The Hoth.
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I. Glory: Anathema.
Paul Hanley: Compassion (Laura Tobin), Fitz Kreiner (inset), Mary Shelley, Miranda Dawkins, Trix Macmillan, Sam Jones, Brenda Soobie, Iris Wildthyme (6th incarnation).
Colin Howard: Introduction.
IceHawkPrime: Dalek Variants (Strider).
ir72bg: The Council of Eight (Octan).

Jjcanvas: Demigest.
Jock: Courtmaster Cruel.
Johannes VIII: Fitz Kreiner (Father), The Silver Turk.
Daryl Joyce: Alcestis, The Fallen Gods (Demon Bull).
Ian Joyner: The Vanderdeken Derelict (Ghost).
Junkook: Ha'olam.
Victoria Kahl cosplay (StarngeStuffStudios): Cavis and Gandar.
Kamenator: Bestiary: Magma Man.
Vladislav Karagodin: Isolation Station Forty.
Artemis Kolakis: Dryads.
Karl Kopinski: The Sholem-Luz.
Andrea Koupal: Vladimir Garudin.
Anthony Lamb: Bowships.
Roger Langridge: Indicia, Dr Grace Halloway, Juliette Vierge (inset), The Beige Guardian, The Master, Overseers, Blueberry House, (with David A. Roach) Bish's Bar.
Manning DeV. Lee: Bestiary: Giant.
Warren Lewis: The Makers I.
Librarian-bot: Krotons.
Armen Manukyan: Onihrs.
Eddie Mendoza: New Jupiter.
Luis Mesquita: Vamp-Away.
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Miguel Montenegro: (with Jon Taylor) Silver.
Saki Murakami: The Four (Major Angela).
Nejron: Eldred Saketh.
Chris Nichols: Aggrotron Offices.
Noriko Nishimura: Deadalus (Valcea).
nmsis1995: Off-Off Canon: The Infinity Doctors (The Magistrate).
Orgl Design: The Cold.
Dave Paget: Stonehenge, 2500 BC (Coyn).
Peter Palmiotti: Scarlette.
Jose Antonio Penas: Kaménai.
Jorge Pepe: Varaxils.
Nigel Phelps: Lebenswelt.
Mark Plastow: Iris Wildthyme (TARDIS).
Ratbullets: Dalek Variants (Marine Dalek).
Alex Ries: The I.
Roberto Robert: Skale.
John Ross: Hippocrates Base.
Peter Rubin: Seekers.
Adrian Salmon: Ersatz Companions of the Eighth Doctor (Ediphis), Thoueris; (with Fareed Choudhury) Captain Horstrogg, Bestiary: First Mate Shakka, Trionikus Debris.
Nadine Schädel: Shardybarn.
Jordu Schell: The Shrave.
Dave Shep: Dalek Variants (Spider Dalek).
Veronica Sicoe: Ceres Alpha.
Ravi Singh: Bottle Universes.
Robin Smith: The Edifice.
Nick Spender: Faction Paradox (Cousin Justine).
Staples: The Burning.
Lee Sullivan: Sam Jones (inset), Stacy Townsend and Ssard, Equinoids, Shapeshifters, Feudal Mars, Kyrol, Shada.
Time-Lord-Rassilon: Councilor Ryoth (CIA logo).
WalsallMatt: Adventure Seeds.

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Tom Webster: Jo Jones.
 Parker West: The Bone Lord (Bone Warrior).
 Anthony Williams: Ersatz Companions of the Eighth Doctor
 (Penny), Spring-Heeled Jack.

THE ORIGINAL STORIES BY...

NOVELS

The Dying Days by Lance Parkin
 The Eight Doctors by Terrence Dicks
 Vampire Science by Kate Orman and Jonathan Blum
 The Bodysnatchers by Mark Morris
 Genocide by Paul Leonard
 War of the Daleks by John Peel
 Alien Bodies by Lawrence Miles
 Kursaal Novel by Peter Anghelides
 Option Lock by Justin Richards
 Longest Day by Michael Collier
 Legacy of the Daleks by John Peel
 Dreamstone Moon by Paul Leonard
 Seeing I by Kate Orman and Jonathan Blum
 Placebo Effect by Gary Russell
 Vanderdeken's Children by Christopher Bulis
 The Scarlet Empress by Paul Magrs
 The Janus Conjunction by Trevor Baxendale
 Beltempest by Jim Mortimore
 The Face-Eater by Simon Messingham
 The Taint by Michael Collier
 Demontage by Justin Richards
 Revolution Man by Paul Leonard
 Dominion by Nick Walters
 Unnatural History by Kate Orman and Jonathan Blum
 Autumn Mist by David A. McIntee
 Interference: Book One by Lawrence Miles
 Interference: Book Two by Lawrence Miles
 The Blue Angel Novel by Paul Magrs and Jeremy Hoad
 The Taking of Planet 5 by Simon Bucher-Jones and Mark Clapham
 Frontier Worlds by Peter Anghelides
 Parallel 59 by Stephen Cole and Natalie Dallaire
 The Shadows of Avalon by Paul Cornell
 The Fall of Yquatine by Nick Walters
 Coldheart by Trevor Baxendale
 The Space Age by Steve Lyons
 The Banquo Legacy by Andy Lane and Justin Richards
 The Ancestor Cell by Peter Anghelides and Stephen Cole
 The Burning by Justin Richards
 Casualties of War by Steve Emmerson
 The Turing Test by Paul Leonard
 Endgame by Terrance Dicks
 Father Time by Lance Parkin
 Escape Velocity by Colin Brake
 EarthWorld by Jacqueline Rayner
 Vanishing Point by Stephen Cole
 Eater of Wasps by Trevor Baxendale
 The Year of Intelligent Tigers by Kate Orman
 The Slow Empire by Dave Stone

Dark Progeny by Steve Emmerson
 The City of the Dead by Lloyd Rose
 Grimm Reality by Simon Bucher-Jones and Kelly Hale
 The Adventuress of Henrietta Street by Lawrence Miles
 Mad Dogs and Englishmen by Paul Magrs
 Hope by Mark Clapham
 Anachrophobia by Jonathan Morris
 Trading Futures by Lance Parkin
 The Book of the Still by Paul Ebbs
 The Crooked World by Steve Lyons
 History 101 by Mags L. Halliday
 Camera Obscura by Lloyd Rose
 Time Zero by Justin Richards
 The Infinity Race by Simon Messingham
 The Domino Effect by David Bishop
 Reckless Engineering by Nick Walters
 The Last Resort by Paul Leonard
 Timeless by Stephen Cole
 Emotional Chemistry by Simon A. Forward
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