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*"My Second Is An Instrument Of The Past"*

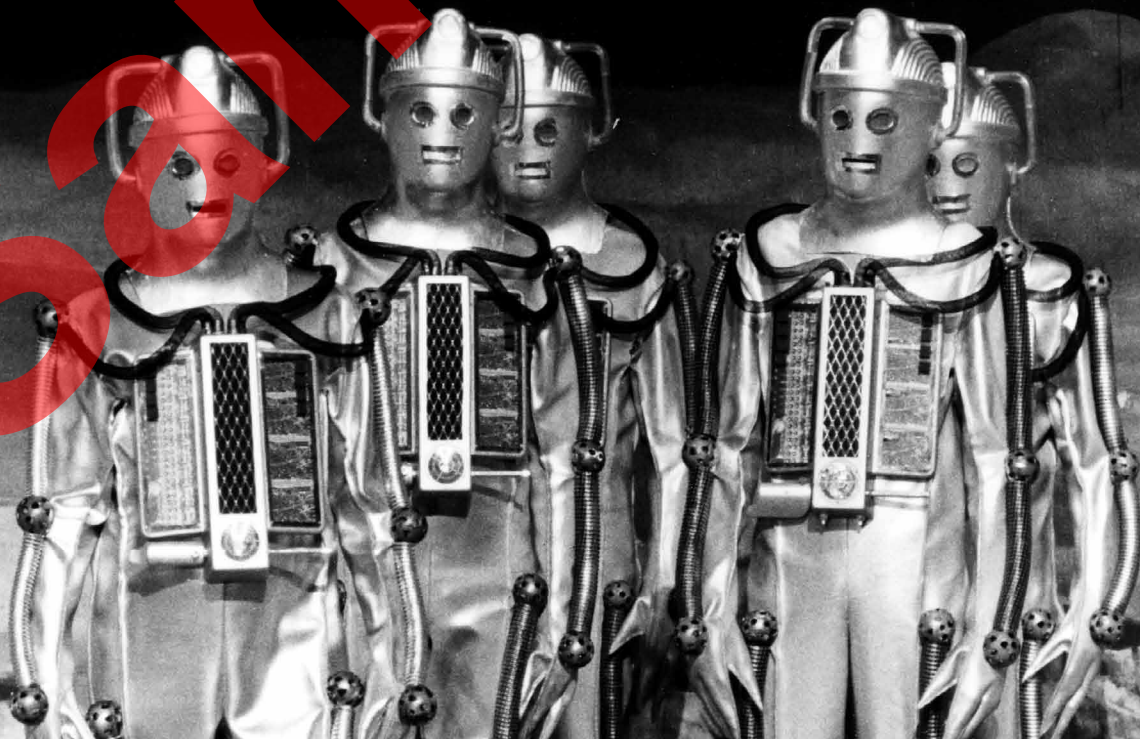
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## INTRODUCTION

*'I've been renewed have I? That's it, I've been renewed! It's part of the TARDIS. Without it I couldn't survive.'*

Everything changed.

When Ben and Polly first met the Doctor, he was a crotchety old man in Edwardian clothes who owned a machine capable of travelling through time and space. While he claimed to be an alien, there was nothing to suggest that he was anything more than a wise old man. They had become used to travelling in time, but the Doctor had never removed them from Earth.

During his latest adventure the Doctor seemed a bit more tired than usual and, after foiling the Cybermen's plans, he made a hasty retreat to his TARDIS. Ben and Polly followed behind and walked in just as an exhausted Doctor collapsed to the floor. As the two companions watched incredulously, the old man began to transform into someone else as the Ship took them to their first alien world...

Welcome to **The Second Doctor Sourcebook**. Here you'll find a wealth of information on the Second Doctor and his adventures, to help you recreate this era or to add vintage spice to your current **Doctor Who: Adventures in Time and Space** campaign.

### HOW TO USE THIS BOOK

This book is designed to be a primer on capturing the feel of the Second Doctor's era and incorporating it into your adventures. **Chapter One: The Second Doctor and Companions** provides information on the Doctor's second incarnation and his companions. **Chapter Two: Tools of the Trade** offers advice for creating characters for this era, as well as new traits and gadgets. **Chapter Three: Enemies** looks at the various opponents that the Doctor faced between his regeneration and his trial and **Chapter Four: Designing Second Doctor Adventures** offers advice on crafting your own Second Doctor adventures as well as alternative ways to use the material in this book. **Chapters Five to Eleven** describe the Second Doctor's adventures. Each adventure has the following sections:

- **Synopsis:** Where did the TARDIS materialise? Who did the Doctor meet? And what horrible fates awaited the travellers there? This section summarises the key events of the adventure as experienced by the Second Doctor and his companions.
- **Running this Adventure:** Next, we discuss how to run the adventure. We get into the nuts and bolts of plotting and gamemastering, how to adapt the adventure to different Doctors or different groups of player characters, and how to use bits and pieces of the adventure in your own games.
- **Characters, Monsters & Gadgets:** If there are important non-player characters, interesting monsters, or shiny new gadgets in the adventure, you'll find them here. Sometimes, we'll give you full statistics for a character. At other times, when their Attributes and Skills are obvious or irrelevant, we'll just list their key Traits.
- **Further Adventures:** So, what happens after the Doctor leaves? (Or what happened before he arrived?) These further adventure seeds give ideas on spinoffs, sequels and alternate histories that expand on the Doctor's initial adventures.

There are lots of ways to use these adventures. You can use our suggestions for Further Adventures, or build your own adventures using the material provided. In fact, if your players aren't familiar with these classic stories, then you can substitute your player characters for the Second Doctor and his companions and 'rerun' the adventures. Maybe your player characters will take other paths and make different decisions!



**THE SECOND DOCTOR SOURCEBOOK**



**CHAPTER ONE:  
THE SECOND DOCTOR AND COMPANIONS**