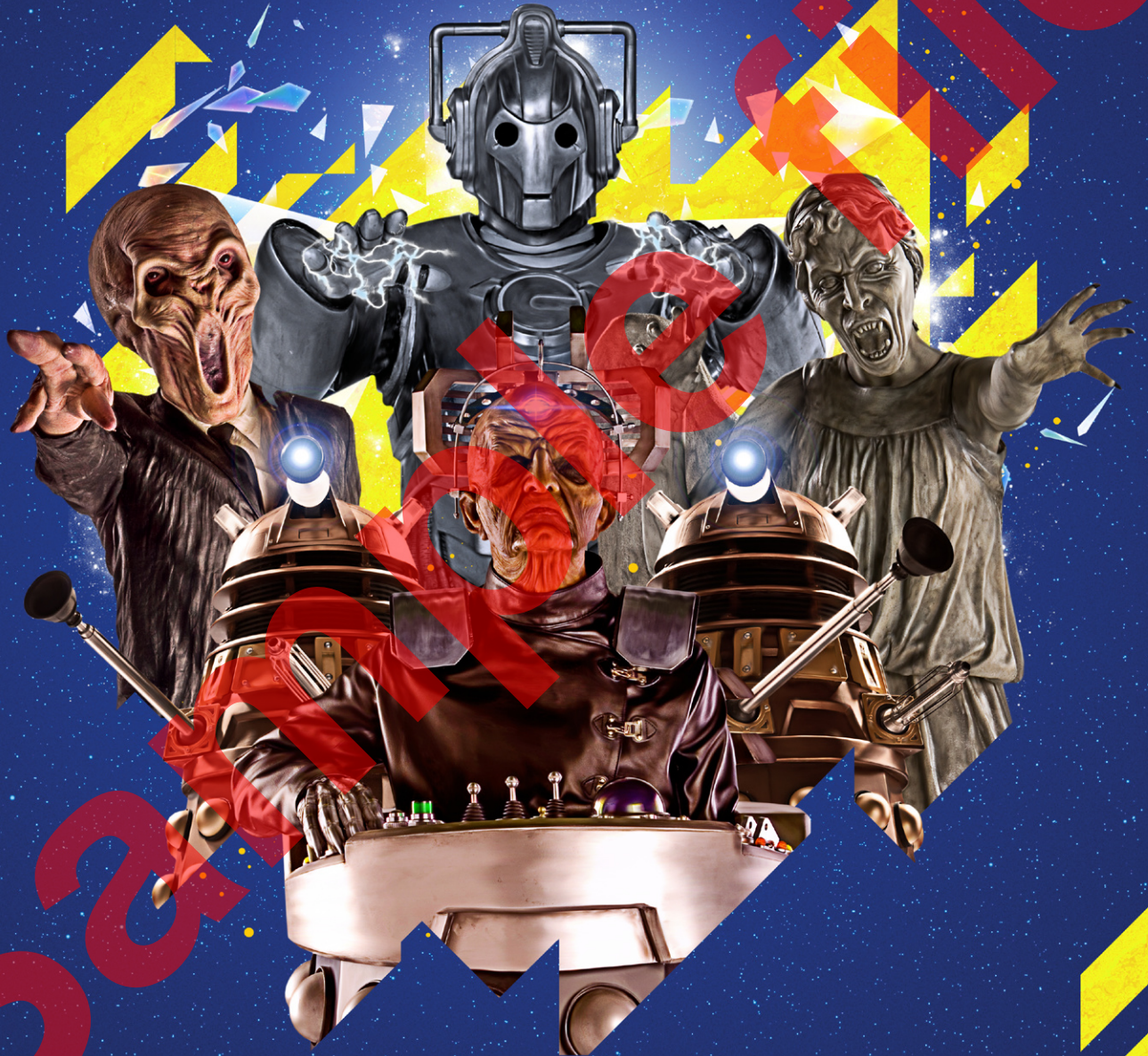


BBC

DOCTOR WHO



DOCTORS AND DALEKS

ALIEN ARCHIVE

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CHAPTER 1:

INTRODUCTION

Ever since humans realised those little pinpricks of light in the night sky were stars similar to their sun, they've wondered whether they were alone in the Universe or if even just one of those stars supported alien life. Some dreamt about the day that humanity might build a rocket ship and meet some of those alien civilisations. Ironically, there was never a need to wait — the aliens were already here.

From the formation of the Earth itself to the spark of life that resulted in humanity to the various experiments and influences that led to the development of *homo sapiens*, aliens have always been a part of human history. 'Aliens' even established their own global civilisation before humanity claimed the Earth and many left artefacts waiting to be discovered, while many aliens secretly made their home on Earth, hiding amongst humanity while taking their shape.

Such speculation is moot by the mid-21st century as the existence of aliens is well established in the media, and by the time humanity reaches the stars they come into contact with many more, forming alliances with friendly civilisations against the evil designs of hostile ones.

Doctors and Daleks: Alien Archive offers a glimpse into the many alien civilisations that your player characters may encounter during their journeys through time and space, from creatures that ruled our own Earth long ago to galaxy-spanning civilisations to the nightmares that cause children — and adults — to hide under their beds. Some of these aliens may prove to be allies, others enemies, and some may depend upon when and where you encounter them!

There's a horror movie called "Alien"? That's really offensive!



FRIEND OR FOE?

Depending on the characters and where they are in time and space, meeting an alien can range from shocking to mundane. Discovering a Sontaran participating in the English Civil War is jarring; meeting an Ood aboard a 50th century space station isn't worth raising an eyebrow. But regardless of how the characters perceive the presence of an alien, whether that alien is friend or foe is another matter entirely.

Characters generally encounter aliens in two settings: the historical or earthbound adventure and the space faring adventure. Even before meeting an alien, characters who recognise which setting they are in are going to regard the presence of an alien differently.

VISITORS TO OUR WORLD

Perhaps not all the characters are from Earth, but their players are, and finding an alien while exploring historical or 21st century Earth is a notable affair. One simply does not expect shop dummies that come to life via alien control or Silurians running about Victorian London. In such adventures, seeing an alien is a clear sign that something is 'wrong' and that the alien must be dealt with by the conclusion of the adventure.

Here are a few ways you can introduce aliens to historical or modern Earth-based adventures.

FIRST CONTACT

In first contact adventures, aliens make a very public appearance. They aren't hiding in the shadows; they appear as they are, touching down in their spaceship and presenting themselves as exactly what they are. While it is certainly possible they have a benevolent purpose, the Doctor has learned the hard way that this is rarely the case. Any gifts or olive branches are often mere distractions pending a full invasion!

Not all invasions are massive affairs. Sometimes, a single damaged vessel finds its way to Earth, where the alien inside makes alliances while trying to leave this backwater world. It often grants its allies the gift of technology, upgrading their weapons or capabilities as rewards for helping them. It is usually such gifts that tip off the Doctor and friends that something isn't right.

THE SECRET INVASION

Despite the plethora of alien species in the Universe, first contact is rarely the way hostile aliens plot against Earth. Instead, they hide in the shadows, where their small numbers can do a great deal of damage to soften up Earth's population and defence forces to either take over directly or to prepare it for a full invasion force.

How the aliens conduct secret operations depends on their nature. Aliens with shapeshifting abilities, such as Zygons, might take a direct hand in their plans, while obvious aliens, such as Daleks, often lurk in the background, employing a variety of carrot-and-stick methods to get their 'allies' to do what they want.

THE MISUNDERSTANDING

While not all aliens are hostile, there is a tendency for shocked and frightened humans to treat them as such, even when such aliens have entirely noble intentions. This can be complicated when the mere presence of the aliens presents a problem for either the aliens or the humans involved; viruses, damaging chemicals, faulty programming, or starship engines that are going to accidentally destroy the atmosphere can turn what could be a friendly encounter into a fight for one's life!

In these adventures, it's incumbent on the Doctor and companions to recognise the misunderstanding and find a solution before things spiral out of control. The Doctor and their allies could either be working against the aliens or the humans, depending on which side is escalating the situation, and perhaps take the fall when their good intentions only enable the other side to take advantage.

STRANGE OR MUNDANE?

Whether it's due to the Time War or history simply being rewritten, 21st century Earth is a bit inconsistent about humanity's knowledge of aliens. At times the humans seem world weary of the constant invasions and at other times they act as if they'd never seen an alien at all. It's up to you, the Gamemaster, to determine whether seeing an alien is unprecedented, special, or simply a fact of life.

This can be even more interesting in the past. Given that our own era is inconsistent, it is not inconceivable that aliens frequented a past point in human history where their presence was taken for granted but later forgotten in the history books. How interesting would it be for the Doctor to try to explain to a startled King Henry VIII that Madame Vastra is a friendly Silurian, only for him to relax, relieved that she isn't the Ice Warrior he thought she was!

THE RED HERRING

Sometimes, an alien's presence isn't part of the plot at all; it is simply an incidental character. Unfortunately, its mere presence makes it suspect and, knowing this, the alien takes great pains to hide itself, which sometimes results in drawing more attention to it.

In such adventures, the alien could actually be part of the solution rather than an adversary, as it sometimes has access to technology or species traits that can turn the tide. This doesn't always go well for the alien — inserting itself often puts it in grave danger — but the alien may accept this as the price for at least a few years' peace in hiding.

**“Aliens are faking aliens.
Why would they do that?”**