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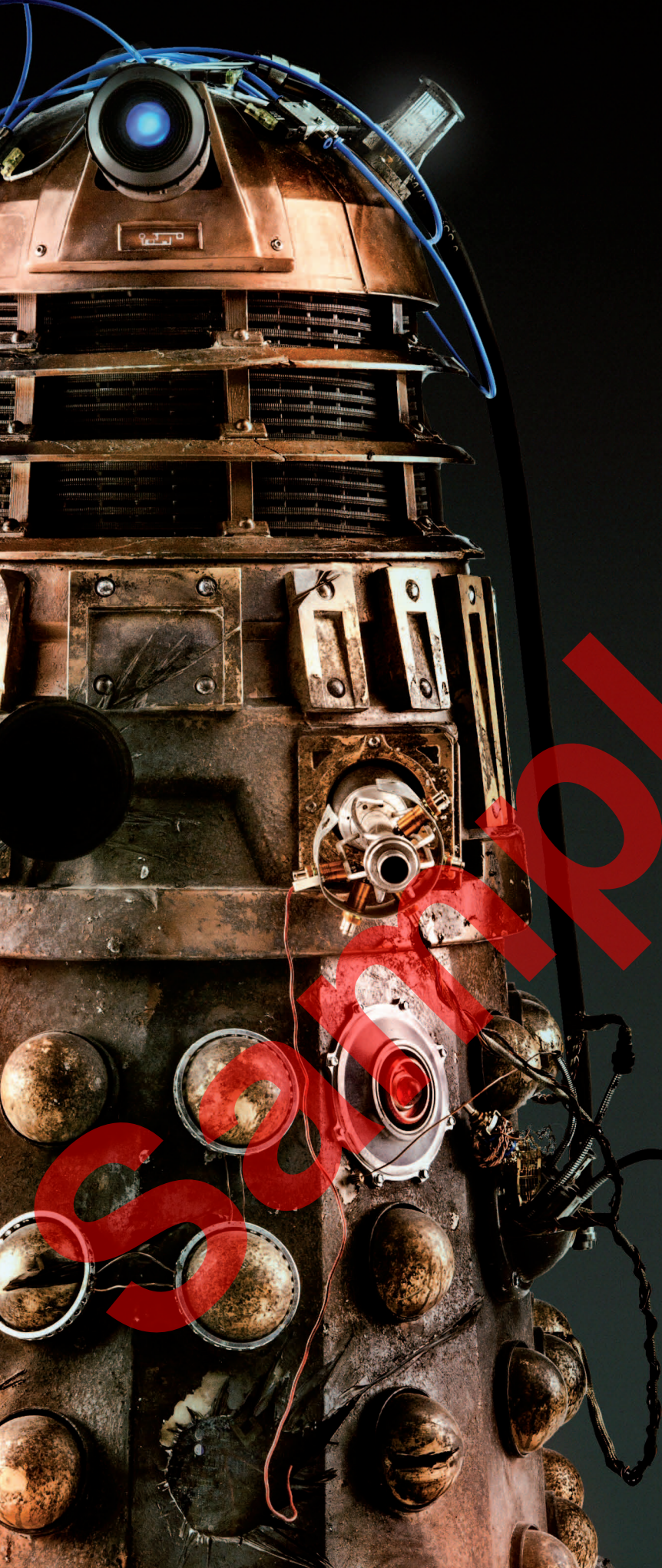
CUBICLE
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DOCTOR WHO

ROLEPLAYING GAME



ALL THE STRANGE, STRANGE CREATURES
VOLUME I



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INTRODUCTION

*'THERE'S A HORROR MOVIE CALLED ALIEN?
THAT'S REALLY OFFENSIVE.
NO WONDER EVERYONE KEEPS INVADING YOU!'*

For much of our history humans have gazed up at the stars and asked the question: are we alone in the universe? The answer, of course, is no! The galaxy is teeming with life. Aliens populate every corner of this galaxy and others, and many have visited our humble little planet. Some even set foot here even before we did.

Some aliens come out of curiosity or seeking peace, but most have looked at Earth with a desire to conquer or destroy it. In the past we've managed to defeat invading aliens with the help of UNIT, the Doctor and others, but it helps to be prepared – to know what's out there waiting in the darkness of space. Forewarned is forearmed, after all.

All the Strange, Strange Creatures is about those aliens. Aliens the Doctor has encountered on his adventures. Aliens he has not yet met. Aliens he hopes to never meet again. This supplement will provide the Gamemaster with the details of just some of the alien races that the Doctor has encountered – some of these are from his more recent incarnations, others are old enemies he faced long ago. More will be covered in future supplements.

Rather than just provide rules and background for each of the aliens included, this supplement gets beneath the skin of each of them. What makes them tick? What do they do? How do you use them in your adventures? What sort of stories do they appear in? What else might you do with them?

All the Strange, Strange Creatures is divided into two parts:

ALIENS AND CREATURES

This chapter forms the core of the book, detailing 27 different alien races and examining how you might use them in the Doctor Who Roleplaying Game. Each entry is divided into the following sections:

- **Background:** What is the alien? Where did they come from? And when has the Doctor encountered them before?
- **Motives and Agendas:** What do they want and how do they go about it?
- **Encountering the Alien:** What does the alien look like? What does it do when encountered? Can the characters talk to, fight or defeat it?
- **Using the Alien:** What sort of stories does the alien appear in? How does a story change when it features the alien? How do you write an adventure of your own featuring the alien?
- **Adventures:** Plot hooks and story ideas for adventures featuring the alien, which you can adapt, borrow and steal for your own game.
- **The Alien:** Rules for the alien itself, including any new traits or equipment it might use.

CREATING YOUR OWN ALIENS

This chapter lifts the lid on how to make your own alien creature, providing you all the tools and lists to come up with your own monster for the Doctor and his companions to face. It also includes a complete list of Alien Traits, as well as rules and guidance for playing an alien.





ALIENS AND CREATURES

Sample File

ATRAXI



they don't think anyone's looking. They're also noted cowards; when they sought to capture Prisoner Zero, the Atraxi kept well out of harm's way, attacking the Earth from orbit rather than engaging in a fair fight, and when they recognised the Doctor as a plausible threat they fled. Nonetheless, the Atraxi do value justice; they're not spiteful, they're generally peaceable, and they probably don't hate you as a species... they just don't have any reason to like you, either.

'Prisoner Zero will vacate the human residence, or the human residence will be incinerated.'

The Atraxi are an advanced race who have pledged many of their spaceships to the pursuit of interstellar justice. An Atraxi police force is dogged and highly organised, but holds less advanced races in no esteem whatsoever: an Atraxi fleet will comfortably commit acts of genocide in the name of Atraxi justice.

BACKGROUND

The Atraxi are a highly advanced society that emphasise justice, law and order. A crack through time and space linked a cell in an Atraxi prison to a little girl's bedroom in Leadworth, and the dangerous convict Prisoner Zero escaped.

When the newly regenerated Doctor forced the crack open in order to snap it shut again, the Atraxi locked onto his TARDIS, and, when he returned 12 years later, threatened to boil the Earth to apprehend their fugitive. The Doctor caught Prisoner Zero on the Atraxi's behalf, but as the aliens left with their quarry he called them back to Earth to deliver an important message: Earth is defended.

MOTIVES AND AGENDAS

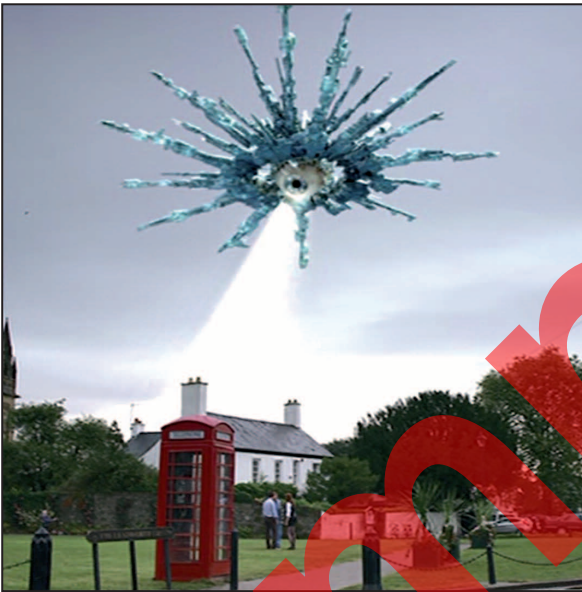
The Atraxi aren't interested in invading other planets, but neither will they go out of their way to not invade them. Although they are resolute in enforcing their own law to the letter, their police force plays fast and loose with the rules of the Shadow Proclamation: they can and will boil your planet and write it off as collateral damage just as long as it's convenient and

ENCOUNTERING THE ATRAXI

Of all the strange, strange creatures the Doctor has encountered, the Atraxi are among the most unusual, and the downright peculiarity of the species should be built into all Atraxi encounters. Contrast the Judoon: both creatures are known for their interstellar police forces, but while the Judoon are very pedantic and orthodox, the Atraxi are more moody and unpredictable. The strange and arcane Atraxi legal system should twist logic a little, and defy the characters' sensibilities. Trying to fit into Atraxi society should be like navigating a labyrinth blindfolded – your characters should be treading on eggshells if they're trying to earn the Atraxi's trust.



We should also be absolutely clear – those big eyeball things are *not* the Atraxi, but Atraxi *spaceships*. It's a great design, very iconic, but we've never actually met the creatures that created them. The Atraxi creatures might live inside the eyeballs as the Dalek mutants live inside their robot shells, or the eyeballs could be unmanned drones that are controlled from the home planet. Maybe they're not even directly controlled by the Atraxi themselves; they might be justice robots that are just following their programming, or the spaceships might have destroyed their Atraxi creators a long time ago and inherited the name. Equally, consider that the Atraxi are likely to have built more than one type of spaceship. The blue eyed snowflake is a great design, but what might an Atraxi dreadnought look like?



So, what of those creators? They could be humanoid, avian, cybernetic, sentient cups of goo – again, we'd emphasise the word "unusual," but be sure to build in some sort of consistent logic. Consider what we already know about them, pose yourself difficult questions and invent clever answers: if your Atraxi don't have opposable thumbs, how could they build a fleet of spaceships?

Maybe Atraxi isn't the name of a species but an empire that comprises several different races, or maybe your Atraxi coerce other species into doing their bidding. If your Atraxi spaceships are AIs, maybe the Atraxi themselves are frail machinists who built the ships as muscle?

Although we recognise the Atraxi by their police force, the Atraxi themselves don't need to be a police race; indeed, they might be nothing like the

eyebots. A naïve Atraxi race may have trained their police drones to carry out acts of Atraxi law and then retreat when their safety is compromised. The Atraxi creatures might be as horrified by their ships' behaviour as the Doctor was. Make them good, make them bad – just make them weird!

USING THE ATRAXI

The Atraxi do not do subtle. When they arrive in one of your adventures, everybody knows about it. Their spaceships appear in orbit, they hijack the airwaves and broadcast their demands all around the world. When they want something from a planet, the planet knows about it.

The Atraxi are single-minded in their pursuit of justice. In their encounter with the Doctor, they uttered the same phrase over and over again. Conversation with the Atraxi is unlikely to be terribly fruitful – although they certainly listen – but play up this part of their nature and use it to underline their implacable nature.

Similarly, this was their sole goal, and they were not prepared to leave until they had achieved it. The Doctor might have sent them packing with a threat that the Earth was defended, but he also sent them packing with Prisoner Zero. An adventure featuring the Atraxi is likely to follow a similar path – the characters will have to work out what the Atraxi want and then race against time to get it to them before the Atraxi raze the whole planet to the ground.

ATRAXI ADVENTURES

- In the year 2855, the storms of Saturn subside and its toxic clouds rain away to reveal its crust: a milky, dead eyeball. The characters materialise aboard the RV Clean Living as it plunges headlong into Saturn's corrosive seas then dives into its cavernous capillaries. As the crew of the research vessel salvage an untold bounty of advanced alien technology that would mean a new technological renaissance, an ancient Atraxi intelligence reawakens. By the laws of the Atraxi, Earth is committing a grievous crime...
- It is said that if any two Jocasta races have managed to forge a truce, they must be teaming up to conquer the third – but there is a fourth species in the Jocasta system that nobody speaks of. As the only non-military race, control of the Atraxi homeworld has shifted to the victor of every passing war, but as their neighbours squabble the Atraxi have quietly built a fleet of spaceships that could boil their rulers'



ATRAXI

planets in 60 minutes until, on the eve of Atraxi uprising, Chief Engineer Wessil is confronted by the characters. Will they let the Atraxi commit multiple acts of genocide, or will they dismiss 100,000 years of extraterrestrial bullying? As the new Atraxi navy sets out on its maiden voyage, the characters have just 30 hours to visit three species of warriors and find a way to save their souls – or if they fail, find a reason to save their own.

- A fleet of Atraxi security drones returns to its home planet to find complete devastation. Their creators are dead, their armies in tatters, and all that culture and poetry has been reduced to powder. The drones scrutinise the wreckage, and the evidence leads the ships to the characters' front door, for they have recent experience with the culprits: "By the law of the Atraxi the Daleks must be incarcerated. Repeat. By the law of the Atraxi the Daleks must be incarcerated." The drones, obsessed as they are with Atraxi justice, will hound them across all of time and space until they arrest the Daleks on their behalf, but this is a fool's errand: no Atraxi cell could hold them, the Daleks would obliterate the drones in minutes. The descendants of the Atraxi, surely, are already doomed...



THE ATRAXI

The Atraxi spaceship is an electric blue eye floating in a snowflake kernel. An Atraxi spaceship is replete with all sorts of useful gadgets; advanced translation software pairs well with the ship's capacity to hack any communications device, so Atraxi forces can broadcast their messages through radios, television sets and the chimes of an ice cream van in a wide range of human tongues. The spaceships' pupils emit all sorts of rays of light, from searchlights

and holographic displays to a tractor beam that can restrain a prisoner ready for transit to the Atraxi homeworld. They are also capable of time travel, following the Doctor's signal across 12 years of time and space to reach the planet Earth.



THE ATRAXI

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

SKILLS

Convince 4, Fighting 2, Marksman 2, Science 1, Survival 1, Technology 2, Transport 2.

TRAITS

Alien

Alien Appearance: They're certainly amongst the strangest of aliens the Doctor has encountered.

Environment (Space): The Atraxi can fly about in space.

Flight (Major)

Obsession (Major) – Detain prisoners: The Atraxi are prepared to burn a whole planet just to recapture one escaped prisoner.

Size - Huge

Voice of Authority: The Atraxi were able to broadcast their threats on every speaker and screen on the planet.

Vortex

EQUIPMENT: Om-Com (Major Gadget – Transmit, Scan, Restriction – cannot detect multi-forms), Warp-Ship (Special Gadget, Forcefield – whole world, Delete – planet, Restriction – cannot undelete).

TECH LEVEL: 8 **STORY POINTS:** 3-5

AXOS



and nutritious pickings. It uses a mineral form of itself, Axonite, to absorb a world's energy. Axos often tricks the inhabitants of a target world into helping it position the Axonite for the most efficient energy absorption. When Axos came to Earth, it had captured the Master and learned of the Time Lords and the possibility of time travel. It wanted these powers for itself, and the Doctor used this greed to trick Axos into a time loop. It will remain in the loop forever, unless some other force helps it to escape.

ENCOUNTERING AXOS

Coming Down to Earth

Axos takes the form of a large organic space vessel. An elongated main body tapers to a flared 'mouth' at the front. It can fly between stars without running out of energy. When it enters a planet's atmosphere it avoids detection and lands near a power source (like a nuclear power station). It immediately burrows beneath the surface, leaving only its mouth aboveground as an entranceway. Then it begins signalling to local communications channels that it needs help. If any locals approach it alone, it will capture them and take them inside for evaluation. If they are useful, they are held for later use. If not, they are drained utterly of energy and their spent husk ejected from the ship.

'Axons! That ship, Axonite, it's all the same thing! Don't you see we're dealing with one single living creature?'

Axos is an interstellar scavenger, roaming through space and devouring the energy of entire worlds to feed itself. Grown from a single cell, Axos can divide itself into many independent components: humanoid servants ('Axons') and a powerful mineral ('Axonite') in particular. Each part of Axos has a role to play in luring entire civilisations to their destruction.

MOTIVES AND AGENDAS

Axos seeks to drain the energy from entire worlds. It can sustain itself on undeveloped worlds for a time, but the planets of post-industrial species provide rich

The Grand Deception

'Axos calling Earth. Fuel systems exhausted. Request immediate assistance.'

Axos is a practised liar. It creates impressive, smooth-talking humanoids who tell the residents of the target planet just what they need to hear. They claim to be refugees flying an exhausted ship. All they want to do is to wait until the ship is replenished. In return, they offer Axonite. Given the incredible powers of Axonite, most locals are eager to claim some, in return for distributing samples all around the planet. When Axos begins its nutrition cycle, the Axonite pieces will begin consuming every particle of energy and every last cell of living matter. If the pieces have been spread around the world, then this process is swift and brutal.