

BBC

DOCTOR WHO

THE ROLEPLAYING GAME
SECOND EDITION



THE SECRETS OF SCARAVORE



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CHAPTER ONE

INTRODUCTION

⦿ The Secrets of Scaravore

The Universe is as ancient as it is dark. In the time before humanity, even before the rise of Gallifrey, whole empires rose and fell. The beings who built these empires were not like those who would follow. They were strange creations made not from evolution, but from mistakes and loopholes in the fabric of the Universe. They had powers and frailties that would never come again, and few even resembled the humanoid species that would follow after them.

In this series of linked adventures, we invite you and your group to unveil the secrets of one of these long forgotten powers. You will track it across time before facing it in a surprisingly familiar place. However, while these adventures are linked together into a whole series, you can play them as individual episodes on their own.

If you are planning to play any of these adventures, you should stop reading here. The rest of this book is for the Gamemaster. In this introduction we'll give you an overview of each adventure and the plot arc that binds them together. Then, together, you can attempt to discover the secrets of Scaravore.

⦿ Unveiling the Secrets

The adventures in this book are designed to be played either as disparate one-shots, or one after another as part of a longer story that could take several play sessions to complete. Much like a story arc in the television series, clues to the overarching villain and the final adventure that pits the characters against it, **The Mandala of Scaravore**, are woven through the first three adventures. In each adventure we'll note details about how to integrate this plot, building the series of episodes to a finale.

However, you may want to play each adventure, including the final one, as a stand-alone episode. In which case, you can just run it without any of these extra clues. Just ignore the extra notes on Scaravore and you're good to go.

If you plan to run the series as a linked campaign, as long as you run the last adventure as the finale you can use the other three in any order. In each adventure, the characters will learn a little more about the deadly Scaravore while facing dire foes and trials.



The Secrets of Scaravore campaign involves a hunt for one of the oldest creatures in the universe. This being, known as Scaravore, is the last of a long-dead species, whose crimes led it to be imprisoned by its enemies many millennia ago. It was buried in a vault deep within planet Earth eons before even the Jagaroth spacecraft exploded to initiate life on the planet. From its prison the Scaravore watched the Silurians and dinosaurs evolve and perish, and saw humanity take their place. Dreaming of freedom, Scaravore was pleased to discover it could influence humanity in a way it never could with the Silurians. It began to reach out and plot its freedom, albeit with the patience of one already trapped for millennia.

Using its powerful psychic abilities, Scaravore began to influence humanity as best it could, driving them to develop tools so they might dig deeper into the earth. Over its resting place a great city grew, its twisting streets mirroring the mind of Scaravore buried miles below. In the following adventures, the characters come across the influence of Scaravore, and learn how long it has been plotting its escape, and how powerful and dangerous it is. This leads them to modern day London, where they attempt to stop its rise at the hands of a strange cult that seeks to free it.

In the first adventure, the characters learn of Scaravore's existence and how it predates humanity. In the second, they discover it has a connection with the city of London. In the third adventure they discover Scaravore's plot will reach a crisis point in

the early 21st century. Once they have all the clues, they will know where to go to face the creature before it destroys the Universe.

You are free to expand on the details here, or even add more clues to other adventures and weave them into the campaign. An arc style plot can take many forms. It might be just a reminder of a mystery, such as the words 'Bad Wolf' appearing in every adventure. However, it can be the focus of the whole story, like finding segments of the Key to Time, where each adventure focuses on the next segment. What level you choose to take is up to you. The clues we offer here give the campaign enough cohesion to link everything together without overshadowing the individual adventures.

If you'd like to add more clues, or place new connections in other adventures, you can use the following ideas in or between any of the adventures:

- A powerful psychic force takes control of the TARDIS for a moment, but the player characters are able to resist the power. While they know little about it the nearest planet such a force might have come from is Earth.
- On a visit to Earth, one of the friends or family of a character is drawn into the cult. However, it doesn't go well and they are left blank and unresponsive, only able to mutter the word Scaravore. They will be safe in a hospital, but the characters will clearly need to find out what happened and how to restore them.