

BBC

# DOCTOR WHO

THE ROLEPLAYING GAME  
SECOND EDITION



THE ECHO CHAMBER

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CHAPTER ONE

**THE ECHO  
CHAMBER  
CAMPAIGN**

This **Campaign Book** is designed to follow on from **The Timeless Library Adventure Book** also found in this Starter Set. In **The Adventure Book**, you'll find rules, adventures, advice for Gamemasters, and more. It also contains **The Timeless Library** adventure which leads into **The Echo Chamber** campaign, so we'd strongly suggest reading it before you start this book, otherwise you won't know what's going on!

If you've already read **The Timeless Library** you will be familiar with the story: the Doctor has been kidnapped by a powerful psychic alien called Poppy Perdue. The Doctor is trapped in a chamber of powerful psychic crystals Poppy is using to create an immersive virtual reality game on Earth. In **The Timeless Library**, the characters were recruited by the TARDIS and trapped inside a virtual reality simulation, but managed to 'win' the game and escape to the real world.

Continuing from **The Timeless Library**, **The Echo Chamber** is a multipart campaign where the characters investigate the mysterious purple crystals on a trail that leads from modern London, to a theatre on a spaceship, and on to their eventual confrontation with Poppy Perdue in the Echo Chamber itself.

### 🔗 Campaign or Episodes?

**The Timeless Library** and **Act One of The Echo Chamber**, **The Lotos Eaters**, can be run as standalone adventures, but the remaining two acts provide a more in-depth plotline you can spread over multiple sessions, like a multi-part episode in true **Doctor Who** style.

The final adventure in this book, **The Hermit's Lantern** can act as a launch point for a larger campaign or provide an endpoint for this story and mini-campaign.

We've designed this campaign to be adaptable: you can run most adventures as individual stories with a little alteration or shorten **The Echo Chamber** arc by skipping **Act Two: Smoke and Mirrors** entirely. Act Two still has a lot of intriguing investigations and NPCs that you could use for future stories if you want to get straight to rescuing the Doctor.

To run **The Echo Chamber** in a shorter time, we recommend that you:

- Run **Act One: The Lotos Eaters** as normal, but remove the references to Lord Zusko, Lady Zemra, and Harcourt.
- Instead of Transmatting to the Tempest at the end of Act One, they can go straight to the caves at the start of Act Three.
- From here, the adventure is pretty similar, but skip the missing people trapped in the Echo Chamber, as the players won't know about them if they haven't played Act Two.
- The characters may not know enough about Poppy to try and talk her down, so you could have her arrive after they've saved the Doctor. When she confronts them, she brings the roof down on them and herself, meaning they have to dash to the TARDIS.
- The Doctor could give more context to what alien species Poppy is and why she was doing what she was doing.
- At the end of the adventure, the Doctor returns them all to their homes safely before anyone notices they've gone.

We've left notes through the adventure at these points to help you run a quicker, lighter version of the story.

### 🔗 The Doctor's Message

After their adventures in the Library of Carenthian, the characters undoubtedly have a lot of questions. They appear to all be unharmed — any damage they took during **The Timeless Library** has disappeared — and they have everything they were carrying when they first entered the TARDIS.

Previously concealed behind the purple crystals, a free-standing chalkboard sits at one side of the room covered with documents, scrawls and arrows.

Most of it doesn't mean anything to the characters, but there is a photograph on the board of a female Silurian in fancy clothes. Triketh and Chamberlain can recognise that she is just into adulthood, but do not recognise her. The photograph has the caption 'Lady Zemra', and there is a note saying 'Check in with Zusko'. Both Zusko and Zemra are quite definitely Silurian names.

A handwritten invitation with an empty envelope is also stuck to the board, which says:

*Please find enclosed: a ticket to the Tempest Theatre, the finest interstellar show in the galaxy! Come see our latest tour of Marvellous Adventures Across the Stars. Wonder at extraordinary beings and impossible sights! Gasp at dastardly villains foiled by our heroes!*

There is no sign of the ticket. If Aidan, Triketh, or Chamberlain make successful **Ingenuity + Knowledge Tests (Difficulty 12)**, they have heard of the Tempest, a spaceship that is also a theatre, famous for its illusionary scenery and its performances of the legends from across the galaxy.

A photograph of a glossy corporate logo is also stuck to the board beside a magazine cover from a modern-day tech magazine. The logo says 'Lotos' and the magazine has a photograph of a woman smiling out at the viewer with the caption 'Poppy Perdue on the secrets of her success'.

Sam has heard of Lotos: it's the name of both a revolutionary virtual reality adventure game and the company who makes it. Their headquarters are in London, but they have a lot of branches across the world where you can try out and buy the headsets.

### SOME TIPS FOR RUNNING THE ECHO CHAMBER:

- Don't get tied up in the science of how technology works in **Doctor Who**. It is fast and fun, and what the technology does to affect the plot is more important than how it works.
- If you don't like a bit of the adventure, change it! We've designed **The Echo Chamber** so you can run it in the order presented, or use it as a toolkit of NPCs and situations to tell your own version of the story. We've made it clear when a scene gives the characters clues to the bigger mystery so you can throw those clues in elsewhere if you need to and suggestions for which scene you could go to next.
- Guide the players back to the main plot when you need to. If you want to nudge the players back to the race to save the Doctor, the Doctor could make contact with the characters as she did in the library, or the Dream Hound could chase them and then disappear for a fast action scene.
- Keep things moving. The short scenes where the individual characters get to show off their skills at baking, engineering, or entertaining can be quick and fun! In **Doctor Who**, you'll often get spotlight scenes of companions following leads, learning about the world around them, or making friends, but they don't distract from the plot.
- Share the spotlight. The show is great for giving the Doctor and her companions moments to shine. They all have their own skills and the chance to show them off! Remember that **Doctor Who** is all about people working together, and if the characters want to help each other to make things easier, it's much more fun to keep everyone involved. Go round the table and ask everyone what their characters are doing in a situation, so no-one gets left out.
- If the characters split up, take the opportunity to flash between scenes quickly. As soon as one group of characters discover a shocking revelation or get into a risky situation, turn to the other group and follow their story for a bit. It keeps the action moving and has the added bonus of giving the players some excellent cliff hangers!

With a successful **Ingenuity + Knowledge Test (Difficulty 12)**, Sam can also recall that it's run by the famously charismatic CEO and inventor of the Lotos system, Poppy Perdue, whose company experienced a rapid rise in popularity and value over the last three years. She's taken over several other rival companies to corner the market. Sam hasn't had a chance to play a Lotos game, as they are on the high end of the video game market and are a niche luxury item, but they are universally praised for having immersive environments and fantastical, well-realised worlds. The headset that was wired into the area of the room filled with purple crystals also bears the same Lotos logo, but it appears to have burned out and has become non-functional.

After the characters have had a chance to explore the TARDIS more, the central console lights up and plays the message they have all heard in their dreams, in the Doctor's voice, but this time there is more to it:

*'Please help me — I need you. The Universe needs you. I don't know where I am — I'll just have to hope this gets through. I am the Doctor and I'm in trouble. My TARDIS will get you where you need to go, but it might take the long way round. Sorry about that. I hope you get here in time. You'll have to trust me that this is important — and trust each other. I know you can find me. I believe in you.'*

The lights on the consoles dim and the VWORP! sound quiets as the TARDIS comes to rest and the door clicks open.

## 🔗 The Echo Chamber: Act One — The Lotos-Eaters

### 🔗 Adventure Summary

The characters investigate Lotos and realise that something unearthly is going on. They are pursued by a terrifying, howling creature and use a Transmat to reach the theatre spaceship, the Tempest.

### 🔗 Running Act One

The focus of this act is getting the characters into Poppy's office at the Lotos headquarters so they can use the Transmat to teleport them onto the Tempest for Act Two.

This act also gives players the chance to learn more about the Lotos technology and Poppy herself. The rooms in Lotos can be explored in any order: if the characters go through a window, they might encounter the laboratory or the meeting room first. You can either present the rooms in the order they're written or have the players encounter the lab and meeting room as they explore. As long as they end up in Poppy's office, they'll be able to move onto the next act of the adventure.

*The TARDIS' doors open to reveal a daytime street bustling with pedestrians. It's a sleek and metropolitan area with lots of businesses and department stores. Across a road crowded with taxis, buses, cyclists, and a few cars is an office building with the logo 'Lotos' emblazoned across the front.*

### FLOWCHART OF IMPORTANT LOCATIONS

