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SUPERHEROES
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Deeds of Doom

by Anthony Herring

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Introduction

Hello, Marvelites! Be ready for action! The book you hold in your hands is filled with adventure and intrigue centering around that most devious of villains—Doctor Doom!

This book, *Deeds of Doom*, should be read by the Judge only: players must stop reading now, or face the wrath of Doom!

This book contains the complete adventure *Where Walks the Doomsman!* In this adventure, Doctor Doom attempts to unmask a traitor in his ranks while the Darkholders plot to wreak mass destruction. And in truly superheroic fashion, the player characters find themselves stuck in the middle of it all.

This book also contains a number of Grave Plots, adventure ideas that the Judge can flesh out to provide future challenges for your players. These Grave Plots function well as separate encounters, or tied together into a long-running campaign. The choice is yours!

Non-Player Characters

The descriptions and statistics for many of the non-player characters (NPCs) in *Where Walks the Doomsman!* and the various Grave Plots appear in the *Land's of Doom* book included in this box. Other important NPCs appear in the Non-Player Character Roster at the end of this book, or in the *Basic Set Campaign Book*.

Player Character Heroes

The adventures in this book work best for five player character (PC) heroes. Even so, as few as three heroes can be used if you as Judge are willing to make some encounters less difficult. To do so, merely reduce the number of adversaries, increase the chances of villains' retreat or surrender, or reduce the power of weapons and traps by one or more ranks, and smaller parties will do quite well!

On the other hand, if you have more than five players, the Judge can increase the difficulty of the adventure. If five robotic guards are patrolling a certain area, increase the number of robots by one for each additional hero. You might also consider giving the main villains additional Karma, perhaps 50 points more per extra hero.

Organization

Each chapter of *Where Walks the Doomsman!* and each Grave Plot contains the following sections:

SUMMARY: This section briefly describes what should happen during the chapter.

STARTING: This section recaps the action that brought the heroes to the chapter and tells where the heroes are located when the chapter begins.

ENCOUNTER: Rules for dealing with battles, traps, and other situations appear in this section.

AFTERMATH: When the events of the chapter conclude, you need to know what to run next. This section indicates what chapter to play next, depending upon what the heroes have done.

KARMA: Bonuses and penalties to the heroes' Karma are given in this section. Guidelines for distributing Karma to the PCs appear in the *Basic Set Rule Book*.

Chapter Flowchart

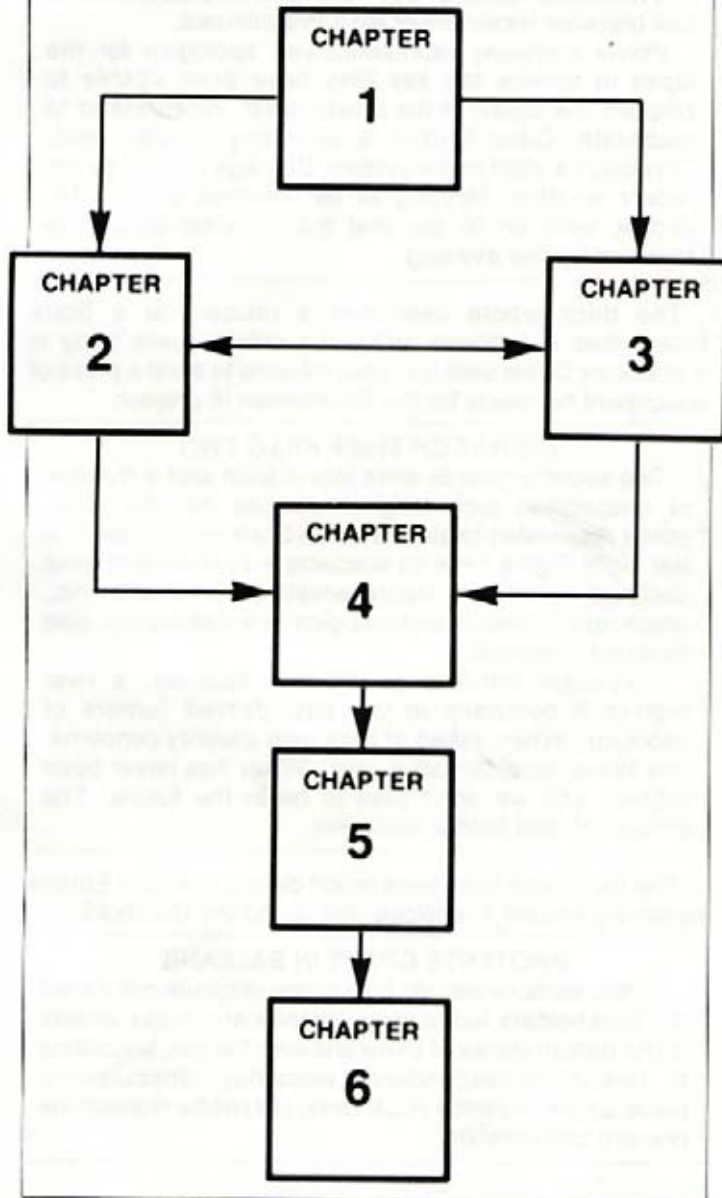
The diagram on page 3 illustrates the intended ways for the heroes to proceed from Chapter 1 of *Where Walks the Doomsman!* to Chapter 6.

Because PCs can be highly unpredictable, they may go through chapters in a different order, or skip a chapter entirely. Be ready to improvise, knowing that almost anything goes. If the adventure has gotten out of control, refer to the Chapter Flowchart and create NPC encounters to get the heroes back on track.

Judge's Background

Wolfgang Kriegslieber is a German scientist who was unwillingly enlisted by Adolf Hitler during World War II to aid the Nazi war machine. Reluctantly he went. When ordered to perform grisly cybernetic experiments upon civilians, however, Kriegslieber refused and fled Germany, escaping to the small nation of Latveria.

CHAPTER FLOWCHART



Years later, the Master (Doctor Doom) rose to power in Latveria and noticed Kriegslieber's scientific prowess. The new ruler offered to make Kriegslieber the head research scientist of Latveria, saying his research would never be put to military use. Kriegslieber accepted, and over the next years served the Master as one of his chief scientists. During the last few months, Kriegslieber has been locked away in a hidden laboratory, finalizing a top-secret project for the Master: an android of awesome power; an android Doctor Doom secretly calls Doomsman III!

In the project's final stages, members of the "Latverian Pacifist Society" visited Kriegslieber and revealed to him Doctor Doom's real plan. Shocked, Kriegslieber offered to destroy the android. The Society members convinced him that the android should not be destroyed, but harnessed for the cause of good. They convinced Kriegslieber to alter the design of the Doomsman III so that it could be powered by a mystical gemstone called the Dragon's Eye. The Society members had this mystical gemstone, which they claimed to have used to end both world wars. They said that if the stone were fitted to the Doomsman III, the Society would gain control over the android and could use it to stop wars across the globe.

Although a genius in regard to scientific endeavor, Kriegslieber is naive in dealing with people. The supposed members of the "Latverian Pacifist Society" are in actuality cultists from the Darkholders. These evil imposters plan to give control of Doomsman III to their god Chthon, who longs to dominate the world. If the Dragon's Eye is set in the android, Chthon will be released from his prison and allowed to enter the body of the Doomsman III.

All but for Doctor Doom, who is a cunning man to the last. Though Kriegslieber is being duped by the "Pacifists," Doom is not: he knows that Kriegslieber has betrayed him and intends to use the scientist to get what he truly wants—the Dragon's Eye!

Numerous clues point the heroes toward Doctor Doom's heinous plot. If they are not careful, their powers may be stripped from them and placed in the Doomsman III!

Can the heroes defeat the mighty android, with or without their powers? Let's find out...



Chapter 1: Recent Happenings

SUMMARY: This chapter presents news reports relevant to the adventure. These reports should act as hooks to snare the attention of the heroes and inspire them to begin an investigation.

STARTING: The adventure begins in any city in the world. The exact location is up to the Judge: the Judge might base adventures in the city of one of the players, the city in which you currently reside, or a fictitious campaign city of your own devising. If you have trouble deciding upon a location, assume the adventure begins in New York City.

When all the players have gathered, read or paraphrase the following boxes of text to the players. All four articles appear in the local morning newspaper.

The first article refers to a rash of strange murders in the City Park. The full scoop, which does not appear in the newspaper, is that the victims were captured by Doctor Doom's robots and taken to his secret lab below the park. Here, their life forces were drawn from their bodies during the creation of the Doomsman III, Doctor Doom's latest project. Afterwards, the bodies were unceremoniously dumped in the park.

HOMELESS MURDERS CONTINUE

Another corpse was found in the City Park during the early hours of this morning. Like the two victims found earlier this week, today's victim was a homeless man living in the park.

Despite what investigating officer Lieutenant Limply described as "diligent investigation," the police have not yet determined the motive or means behind these slayings. In all three incidents to date, the victim's personal belongings were left undisturbed on the pallid body.

Bowing to public outcry and rumors of a serial killer, police promise to beef-up security in the park.

The second news report refers to mysterious blackouts that have occurred around the park. The story behind the story is that the blackouts result from the power drains of Doctor Doom's machinery, which occur each time he kills a homeless man.

BLACKOUTS PERSIST

A third blackout occurred just after midnight last night in a two-block radius of City Park. Like its predecessors, this blackout lasted fewer than five minutes.

Power company representatives apologize for the lapse in service but say they have been unable to pinpoint the cause of the power drain. When asked to elaborate, Dave Broker, a company official, said, "Probably a short in the system. Damage caused by the recent weather. Nothing to be alarmed about." Mr. Broker, went on to say that the situation should be resolved by this evening.

The third article describes a robbery at a Stark Enterprises warehouse. What the article doesn't say is that Doctor Doom sent his robot minions to steal a piece of equipment he needs for the Doomsman III project.

HIGH-TECH THIEF KILLS TWO

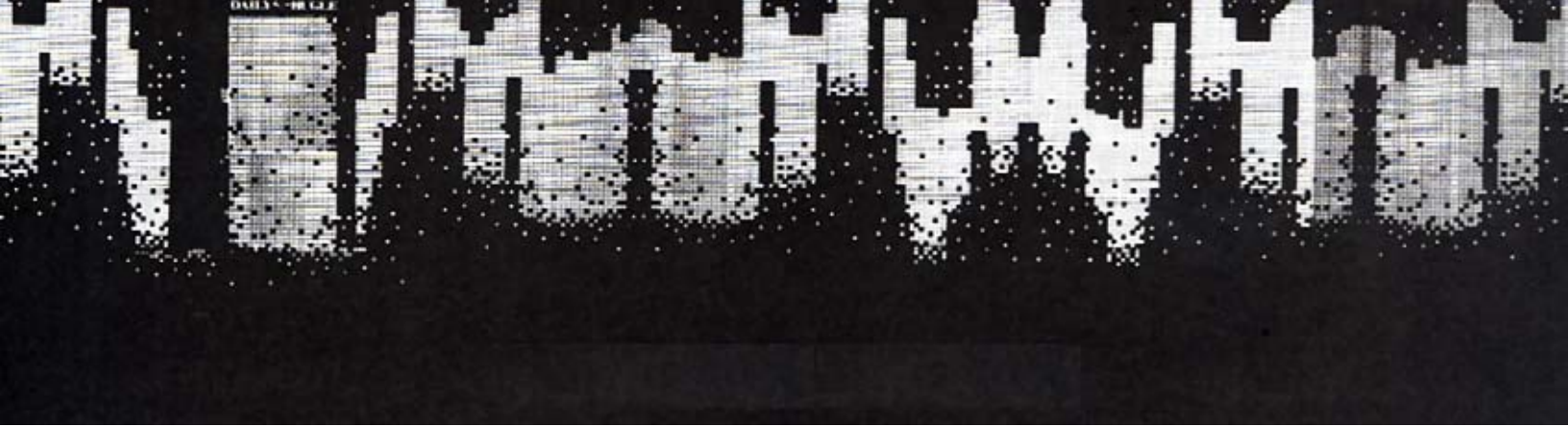
Two security guards were found slain and a number of unspecified technological devices missing when police responded to alarms at the Stark warehouse late last night. Police have no suspects in custody and have declined comment. Representatives of Stark, Inc., which specializes in technological manufacturing, also declined comment.

Corporate officials at Wiker Industries, a rival high-tech company in the city, denied rumors of sabotage. When asked of their own security concerns, one Wiker representative said, 'Wiker has never been robbed, and we don't plan to be in the future.' The official refused further comment.

The fourth and final news report details unrest in Europe centering around a religious cult called the Darkholders.

PROTESTS ERUPT IN BALKANS

Public demonstrations by a quasi-religious cult called the Darkholders led to mob violence and mass arrests in the Balkan states of Symkaria and Transia, according to foreign correspondents yesterday. Speculations place similar violence in Latveria, but media restrictions prevent confirmation.



Varying reports state that members of the cult took to the streets, proclaiming the deliverance of 'Chthon, god of the Darkhold.' The cult members were met by a mob of enraged citizens, who violently ended the fanatics' demonstrations.

ENCOUNTER: The heroes may decide to dig for more clues about the various leads contained in these newspaper stories. There are four obvious places for them to go: the park, the police station, the power plant, and Stark Enterprises.

The Park

If the PC heroes go directly to the park that day, let them investigate and provide them infinite and patient details in response to their probings. But during the day, no clues lead to solving the crime. Once night falls, however, the adventure moves ahead to Chapter 2.

The Police Station

If the heroes make inquiries about the murders, they are directed to Lieutenant Limply, the officer in charge of the investigation. The Lieutenant keeps a cramped office, into which the heroes will be directed.

Limply is a tall, thin, pale-skinned man in his late twenties, given to nervous expressions and gestures. If the heroes shake his hand, they find his grip cold, sweaty, and tentative.

"This is my first big case," Limply explains in a tinny voice. "And I'd appreciate not having a passel of costumed vigilantes prancing about and messing things up."

Allow the player who does most of the talking to attempt a Popularity FEAT roll. On a Green or better result, Limply warms to the heroes and answers their questions. If the roll is failed, the lieutenant takes a disliking to them. He tells them to stay out of the way of his investigation, and to get out of his office.

The most likely questions and answers are the following:

When did the murders occur? "We do know all three were killed shortly after midnight," says the lieutenant. "The most recent murder happened today—13th of the month. Bad luck, dying on the 13th. The others were during the early hours of the 12th and 10th."

How were the three men killed? "I wish I knew. It wasn't anything common—no gunshot or stab wound," says Limply, "It's something weird. Each of the men were shriveled up like mummies when we found them. The boys in the lab can't figure what happened. They say it's like the bodies had been dead for a thousand years."

Who were the three men? "We don't know yet," says the officer, flushing with embarrassment. "They didn't have any ID, and their bodies are so shriveled we can't get fingerprints. Dental records so far have turned up nothing. Nobody's come by to identify the bodies—but even if they did, I doubt they could tell by looking at them."

Can we see the bodies? "Nope, nope, nope," says Limply, shaking his head decisively, "Against procedure. Every procedure. You want me to get suspended?"

Were there any witnesses? "None. Our patrolmen discovered each body stashed in the park bushes."

Do you think the blackouts are connected to the murders? "I've looked into that," says Limply defensively, "Maybe the murderer uses the dark to nab the victims, or stash them, but otherwise it's just a coincidence."

Do you think the Stark Enterprises burglary is connected to the murders? "Course not! What does high-tech theft have to do with homeless murders?"

If the players ask to see the officer investigating the Stark Enterprises break in, say that the officer is currently out investigating the crime scene at the Stark building. If they hurry, they can catch up to him.

The Power Plant

The heroes may question an official at the local power plant about the blackouts. This requires one Yellow and one Green Popularity FEAT roll: the first to get past the annoying secretary at the front desk, and the second to gain the confidence of Mr. Broker, the man in charge of resolving the blackout incidents. If either roll is missed, the heroes are asked to leave.



Mr. Broker is a fat, puffy-faced man in an expensive suit that is two sizes too small for him. When he talks, he speaks in short, quick gasps.

"Please have a seat. Cigarette?" he says with a wheeze and cough. "What can I do for you?"

The most important questions and answers are the following:

When did the blackouts occur? "All of them were just after midnight on the mornings of the 10th, 12th, and 13th of this month."

What caused the blackouts? "That still has us steamed. Apparently, some non-paying party has tapped into our power lines. They've evidently set up connections into every blasted cable and transformer in the area. They've been stealing our energy—stealing it in enough quantity to cause short blackouts."

Can't you find where the energy drain comes from? "It's some kind of remote hook-up—it isn't directly connected, so we can't trace it. But a seat-of-the-pants guess is that the source of the drain is in the center of the blackout—Central Park."

Stark Enterprises

If the heroes go to the Stark Enterprises, the first things they notice are workmen busily repairing a huge hole in one wall of the warehouse. Unless one of the players is playing Iron Man, the armored Avenger (alias Tony Stark) is helping with the repairs. By passing a Green Popularity FEAT roll, the heroes can get Iron Man to reveal what he knows about the crime. If that roll is failed, a Yellow Popularity FEAT roll allows the player to question the stocky and gruff investigating officer, Lieutenant Fezz.

What happened here? "Security cameras recorded a hulking, humanoid robot, which walked through the building's outer defenses and blasted that huge hole in the wall. It killed two guards with machine gun fire, ripped through a steel vault, and made off with the top-secret equipment inside. It all happened quickly, as if the robot knew exactly what to look for."

What did the robot look like? "It had red, metal plates covering its body. Its head consisted of lenses, tubes, and other metallic projections. Its left hand ended in three

powerful fingers, while its right hand consisted of five gun barrels. I've never seen its kind before."

Unknown to the Avenger, the robot is a pacifier robot as described in the *Machines of Doom* book. It's unlikely that the player characters have ever seen one before either.

What was stolen? "I suppose there's no harm in telling you, since we're all on the same side, right? The device was a memory matrix similar to that found in advanced mechanical life forms like the Vision. It represents the leading edge of robotic technology."

Why would someone steal it? "Obviously, it is quite valuable and could be ransomed for a considerable sum. Or, someone might be trying to construct a synthezoid life form. If the latter is true, I wouldn't be surprised if similar thefts occur in the near future. I've already warned Wiker Industries, but they seem unconcerned."

What are you planning to do? If the PC heroes ask this question of Lieutenant Fezz, he grows irritated, "Why investigate, of course." Then he ends the conversation. If this question is asked of Iron Man, the response is up to you, the Judge. If you feel the heroes might need the help of a powerful ally, Iron Man could join the group as an NPC. Otherwise, Iron Man has urgent business with the Avengers and must put off his investigation until later.

AFTERMATH: The players have a couple of obvious choices to make: they can spend the night staking out the park to catch the murderer, or they can spend it staking out Wiker Industries (or even Stark Enterprises) to catch the robotic burglar.

If they go to the park, proceed with Chapter 2.

If they go to Wiker Industries or Stark Enterprises, continue with Chapter 3.

Karma:

Talking with Lieutenant Limply or Lieutenant Fezz:	+5
Talking with Mr. Broker:	+5
Talking with Iron Man:	+5
Connecting the blackouts to the murders:	+5
Connecting the theft to the blackouts or murders:	+7

Chapter 2: Stakeout in the Park

SUMMARY: While staking out the park that evening, the PC heroes encounter a man fleeing for his life—with a pacifier robot hot on his tail!

STARTING: For this encounter, use the map included with the Basic Set. Use Rathbone Park as the place where the killings supposedly took place.

There are two basic ways the heroes might try to snag the murderer: by posing as homeless people to draw the murderer to them, or by finding hiding places to watch for the murderer's next strike.

The stand-up playing pieces included in the Basic Set are very useful for this encounter. If you decide to use them, have the players place their pieces on the map. When the time is right, use one of the "thug" playing pieces to represent the next intended victim, and the "robot" to be the pacifier robot.

After the heroes have been in position for a while, read or paraphrase the boxed text to the players:

So far your stake-out has been fruitless. All is quiet in the park. The promised step-up of police protection hasn't occurred: so far you have only seen one officer patrolling. Once he distractedly waved a flashlight in your direction, but apparently didn't notice any of you.

Your joints are growing cold and your eyelids becoming heavy when suddenly you hear frantic footfalls approaching on a nearby path. Turning toward the sound, you see a panicked man running in terror along the path, his tattered overcoat flapping behind him. An expression of absolute terror grips his face. What do you do?

ENCOUNTER: The fleeing man is being pursued by a pacifier robot. Allow the heroes one round to react before the robot comes tearing down the path. The pacifier's complete abilities and statistics are found in the *Machines of Doom* book. The Judge can adapt its abilities to better match those of the player character heroes, increasing or decreasing them as desired.

The man is scared senseless. If he sees the heroes, he drops to the ground gasping, "Don't let it get me! Please!" The man's name is Jerry Sikes.

Jerry Sikes

F A S E R I P
TY TY TY TY TY TY TY
Health: 24 Karma: 18

If the pacifier sees the heroes, it will attack. Luckily for the heroes, the robot is currently programmed to capture, not kill, and will therefore attack only with its fist, adhesive spray, and stun gun.

If the pacifier defeats the heroes, it carries them to the hidden lab. Proceed with the section in Chapter 4 called "Prisoners of Doom!"

If the heroes defeat the pacifier, it falls to the ground, sputtering and sparking. In a mechanical voice it says, "D-O-O-M ... D-O-O-M ... D-O-O-M ...10...9...8...7...6..."

The heroes have one round to act before the robot self-destructs. Anyone in the same area as the exploding pacifier suffers Incredible (40) edged-attack damage from flying debris.

When the battle is over, the heroes can talk to Jerry Sikes. He explains that he was sleeping on a bench at the edge of the park when a strange noise awoke him. To his surprise, an enclosed bus stop rose out of the sidewalk. Inside was the robot, which left the bus stop and chased him into the park. Jerry is willing to show the heroes where the enclosed bus stop emerged.

Along the bottom edge of Rathbone Park on the Basic Set map is a marker for a subway entrance. Assume this is the bus stop in question.

AFTERMATH: When the heroes investigate the bus stop, continue with Chapter 4.

Karma:

Defeating the pacifier: +40
Being captured: -20

Chapter 3: Thief in the Night

SUMMARY: The heroes' stake-out of Wiker Industries (or Stark Enterprises) turns up a high-tech thief.

STARTING: Use the city map included with the Basic Set for this encounter. Use the Globe Press building to represent Wiker Industries (or Stark Enterprises).

If you are using the stand-up playing pieces included with the Basic Set, allow the players to place their heroes on the map. The PC heroes have not been given permission to stake out in the building itself.

Once the heroes have assumed their posts, read or paraphrase the following boxed text to the players:

Even late at night, these streets are busy and well-lit. With the constant traffic around this building, you can hardly believe that someone could break into the warehouse. In addition to high-tech security systems and floodlights, the sidewalks always contain one or two pedestrians.

Even so, you have not been at your posts long when mayhem strikes! The screech of skidding cars and the sudden volley of horns announce trouble. The earth shakes beneath you. Suddenly, a hulking red robot rips its way up from beneath the street. One driver, not seeing the colossus in time, skids his car and collides against the thing. The driver grinds the gears, frantic to find reverse. The robot seizes the axle. With a simple motion, it flips the car out of its way. The bent chassis hurls through the air and strikes the ground, sending sparks flying. The robot then turns and stomps toward the warehouse.

ENCOUNTER: If you are using the stand-up playing pieces, put the "robot" foldup on any street next to the building. When placing the robot, be sure at least one hero can see it from his position.

If the pacifier robot wins initiative, it blasts a hole in the side of the building. Alarms begin to blare. When the heroes attack, the robot stops advancing toward the building and turns to fight back. Unlike the pacifier in Chapter 2, this robot is programmed to kill. It will employ all of its weaponry at maximum efficiency.



If the heroes are defeated, the robot gathers them up and retreats to the hole in the street. The heroes are taken to the secret lab. Continue with the section of Chapter 4 called "Prisoners of Doom!"

If reduced to less than half its Health, the robot says in a mechanical voice, "Abort mission . . . return to base . . . D-O-O-M . . . D-O-O-M." It then heads for the hole in the street. If the players think quickly (react within a round, or one minute real time) they can follow the robot to its lair.

The hole opens into sewers beneath the city. The robot trudges through the sewers and then emerges from a manhole on the south side of Rathbone Park. Next to the park is a bus stop with a telephone. The pacifier enters the bus stop, dials a series of numbers, and the entire structure sinks into the ground like an elevator. A door closes over the shaft, blending perfectly with the sidewalk. After a few moments, the empty bus stop rises once again.

AFTERMATH: When the heroes investigate the bus stop, proceed with Chapter 4.

Karma:

- Defeating the pacifier: +40
- Being captured: -20

Chapter 4: Magic and Mayhem

SUMMARY: While the heroes investigate the strange bus-stop elevator, they are attacked by Dirk Bane, a powerful member of the Darkholders.

STARTING: Continue to use the map of Rathbone Park. On the sidewalk running along the south edge of the park lies an orange rectangle that represents a subway entrance. For the purposes of this adventure, this rectangle represents the bus stop, not the subway entrance.

When the heroes approach the bus stop, read the following boxed text aloud:

The plexiglass walls of the metal-framed bus stop are etched with graffiti. A fluorescent light set in the ceiling flickers on and off eerily. The plastic bench running along the back wall is scored by years of use. A battered pay telephone clings to the side wall. The dangling cord beneath it had once evidently held a phone book. Newspapers, candy wrappers, and cigarette butts litter the floor.

A crackling sound erupts in the park beside the bus stop. The smell of ozone fills your nose. Looking toward the park, you see an electric flash like a gateway of lightning opening up. On the lightning's tail comes thunder, and then the gateway vanishes. For a moment you see only red spots before your eyes, then you see a man in a black and silver costume standing where the lightning had been.

"I am Bane," he says. "Leave and prosper, or stay and die!"

ENCOUNTER: Dirk Bane is a high-ranking member of the Cult of Darkholders. His statistics can be found in the Non-Player Character Roster at the end of this book.

Dirk has arrived to ensure that the Darkholders' plan to steal the Doomsman III proceeds without interference. Because the heroes are nosing about the entrance to Doctor Doom's secret lab, they must be destroyed.

Dirk Bane has used his Teleportation spell to appear in the park one area away from the bus stop. He has already cast his Mystic Shield spell. How he continues to fight round-to-round is up to you, but keep in mind just how ruthless he is.

If Dirk is defeated, he refuses to answer the heroes' questions. If his hands are not bound, he tries to escape by means of his Teleportation spell.

Doctor Doom wants the heroes to break into his secret lab so he can capture them and place their powers in the Doomsman III. If it appears that Bane is about to defeat the heroes, Doctor Doom interferes on their behalf. The flickering light in the bus stop is actually a stunning weapon under Doom's control. It fires an invisible beam that automatically knocks Dirk Bane unconscious for 1-10 turns. When struck, he screams out, clutches his head, and falls to the ground. At that instant, any heroes possessed by banshees due to Bane's spells are freed (for details, see Dirk Bane's NPC listing).

Going Down Under

After dealing with Bane, the heroes can figure out how to use the bus-stop elevator. From clues given earlier, they should realize that dialing numbers on the telephone raises and lowers the elevator. The correct code is D-O-O-M.

The heroes can also short-circuit the elevator controls. Success at a Remarkable (30) Intensity Reason FEAT allows a character to open the telephone's casing and manipulate the wiring, causing the elevator to descend.

When activated, the elevator free-falls downward six areas and then comes to a smooth stop in front of a featureless, metal door. Go to Chapter 5.

Alternatively, the player characters can break through the steel floor of the telephone booth, which has Remarkable (30) material strength, and climb down the elevator shaft. Service rungs line the shaft, making the descent easy (no FEAT required).

However, a gun turret located in the floor of the shaft makes the climb more difficult. When the heroes are halfway down, the gun opens fire.

Each round of combat, the turret fires one repulsor blast. Choose randomly among the characters in the shaft to see who is attacked. Roll on the Remarkable (30) column of the Universal Table and check the results on the Force column of the Battle Effects Table. A character hit by the repulsor blast suffers Incredible (40) force damage.

If the repulsor hits a character, the energy dissipates, the charge being taken by its target. However, if the target



was missed, the blast bounces off the walls of the shaft and returns, taking another pass at the PC heroes. Choose randomly among the heroes to see who is attacked (the same character could be targeted more than once). Roll on the Good (10) column of the Universal Table and check results on the Force column of the Battle Effects Table. If hit, the hero suffers Incredible (40) damage and the repulsor blast dissipates. If the blast misses, however, the repulsor beam bounces again; repeat the same procedure to see if anyone is hit. The repulsor blast can bounce up to three times before dissipating at the end of the round.

The heroes may attack the gun turret. It has Remarkable (30) material strength, which acts as Body Armor. Thus, an attack of Incredible (40) or greater rank is required to destroy the weapon.

AFTERMATH: The heroes have reached the bottom of the elevator shaft, and are about to enter the secret lab of Doctor Doom. However they happened to reach this point, they will not take the good doctor by surprise! Continue with Chapter 5.

Karma:

- Defeating Bane: +40
- Requiring help from Doctor Doom to defeat Bane: -20
- Dialing D-O-O-M: +20
- Short-circuiting the elevator: +5
- Climbing down the rungs: -5
- Destroying the repulsor: +10

Chapter 5: Into the Lion's Den

SUMMARY: After entering the secret lab of Doctor Doom, the PCs discover that things are not always as they seem.

STARTING: At the bottom of the elevator shaft is a large metal door, which automatically slides open when the heroes arrive. At that point, read or paraphrase the following to the players:

Ahead of you lies a large, rectangular chamber. The walls, floor, and ceiling of the room are made of a dark, glossy metal. Glowing panels line the ceiling, showering a flutter of florescent light across the room. Below these panels lies a seal engraved in the floor.

In the wall opposite you stands a metal door. The side walls also contain similar doors, two upon the right side and two upon the left. All of these portals stand closed. Above the door opposite you perches a swiveling video camera. As you watch, a red light on the side of the camera flicks on. The lens pans toward you, and an alluring female voice fills the room, emerging from speakers hidden somewhere in the ceiling. "I am Cynthia. Please step to the center seal for a routine security scan."

ENCOUNTER: If a character wants to identify the royal seal, allow him to attempt a Remarkable (30) Intensity Intuition FEAT roll. If successful, the character remembers seeing the seal on a news broadcast discussing Latveria. If the player misses the roll, the hero does not remember having seen the seal before. The seal is actually the royal crest of Victor von Doom.

Artificial Intelligence

Cynthia is the lab's highly advanced computer. She controls all custodial functions within the complex, including ventilation, heating and cooling, access through doors and elevators, and robotic guards and other security devices.

After Cynthia's initial request that the visitors move to the room's center, the PC heroes have one round to decide whether or not to obey. If they try to ask her any questions, she responds merely by repeating her command, "Please step to the center of the room for a routine security scan."

If the heroes refuse, try to flee, or take some sort of aggressive action, the four doors in the east and west walls slide open and a robotron steps forth from each. The guards immediately attack. Statistics for these robots can be found in the *Machines of Doom* book. Much like the robot encountered in the park, these guards are not programmed to kill, but rather to defeat foes and carry away their unconscious bodies. They will use all their weapons, but will be careful not to kill the heroes.

If, on the other hand, the heroes move to the center of the chamber and stand upon the seal, Cynthia instructs, "Please remain motionless until the scan is complete." At that moment, the royal seal releases a pulsating light that shines across the bodies of the PC heroes. It causes the characters no pain, but does make their skin tingle.

By means of this scan, Cynthia can gather and store massive amounts of information about the characters: their physical characteristics (height, weight, etc.); their level of mental activity (Reason); their complete genetic codes; what powers they possess; and whether they are aliens, mutants, synthetic beings, or normal humans.

The scan takes two rounds to complete. If a character should leave the seal before two rounds pass, the data is incomplete and useless. The scan stops instantly and the voice of Cynthia instructs, "Please return to the royal crest. Failure to comply constitutes a security breach and will be answered by extreme force."

After the scan is complete, the computer says calmly, "Physical match: Negative. Brain-wave match: Negative. DNA match: Negative. Intruder alert. . . intruder alert. . . initiate Defense Plan Alpha: Robotron."

The four doors in the east and west walls slide open and four robotrons are released. You guessed it—whether or not the heroes submit to Cynthia's scan, the robotrons are sent after them. Remember that these robotrons are not programmed to kill, but to defeat the intruders and bear them away. They will, however, use all their weapons to beat the heroes into submission. During the ensuing mayhem of the battle, the door to the elevator shaft slides shut and locks.

If the heroes defeat the robotrons, a second wave of four more robotrons enters the chamber. This time, however, Cynthia initiates "Defense Plan Beta: Knock Out." Suddenly a thick, green, knockout gas begins to billow into



the room, pouring from the ventilation system. The robotrons (as well as any robotic heroes) are unaffected by the gas. All other characters must succeed at an Amazing (50) Intensity Endurance FEAT or be rendered unconscious for 2-20 rounds.

The thick gas obscures vision, effectively blinding any normal character. Radar senses or other special abilities to locate enemies in the dark can aid a character in their typical fashion. Characters without such abilities suffer a -2CS penalty to all combat FEATs. Unfortunately for the heroes, Cynthia controls the robotrons' movements and she has infra-red sensors and motion detectors and tracking systems: the thick gas does not impair the robotrons' combat ability. If the PC heroes destroy Cynthia's video camera (Remarkable (30) material strength) the robotrons' attacks will be reduced by -1CS.

Anytime a hero is knocked unconscious, whether by the gas or by the robots' attacks, one of the robotrons will carry that character from the chamber. Beyond the chamber, the robotron will place the hero in the power transference machine in the main lab (area 7 on the Secret Lab Map). When the green gas clears, any characters who fell unconscious during the struggle are missing.

Should all of the heroes be knocked unconscious, they are captured. Skip ahead to the section entitled "Prisoners of Doom!"

Secret Lab of Doctor Doom

The following text describes the various areas of Doctor Doom's lab, as shown on the Secret Lab map on the inside cover. Numbered entries in the text correspond to the numbered areas on the Secret Lab map.

Doors: All doors in the complex (except those in Kriegslieber's living quarters) are electronically controlled and made of high-strength steel (Amazing (50) material strength). The doors within the scientist's living area are made of wood (Typical (6) material strength). In the wall beside every steel door is a small control panel. Pressing a button opens and closes doors. When opened, doors slide into the walls. Cynthia can automatically open, close, and lock all doors. As soon as Cynthia sounds the computer alert, all doors are closed and locked.

PC heroes can open locked doors by one of two methods: smashing through the door, or short-circuiting its control panel. An Amazing (50) Intensity Strength FEAT is required to break open a door, and this action takes one round to accomplish. A Good (10) Intensity Strength FEAT opens the control panel, and an Excellent (20) Intensity Reason FEAT short-circuits the system, forcing the door open. Short-circuiting a door takes two rounds to complete.

Walls: All walls in the lab are made of high-strength steel (Amazing (50) material strength). Upon the outside of the walls lies solid stone (Incredible (40) material strength). Walls extend upward 15' (1 area) to the ceiling, which is also made of high-strength steel.

1. *Entry Chamber:* At first glance, the most notable feature of this room is the royal crest of Victor von Doom, which is embedded in the center of the floor. The doors on the east and west walls of this room open upon small storage chambers, each of which contains two robotron robots. The small door in the north wall opens onto the elevator shaft. Above the door in the south wall, a security camera scans the room.

2. *Corridors:* At the intersection of these two corridors, a repulsor gun turret controlled by Cynthia is hidden in the ceiling. When the player characters leave the entry chamber and enter the corridor, a panel in the ceiling slides open and the turret lowers. Cynthia opens fire.

This repulsor gun is exactly like the weapon at the bottom of the elevator shaft, described in detail in Chapter 4. Only characters within the corridors can be targeted; heroes in any of the rooms are out of range.

3. *Living Quarters:* In this area, the PC heroes can see that Doctor Doom has granted Wolfgang Kriegslieber—the scientist in charge of the Doomsman III project—all of the comforts of home. These living quarters exactly replicate Kriegslieber's cottage in Latveria. Sunshine blankets the lands that lie around the chamber and a breeze rich with honey-suckle billows in through the open windows. Looking out, the PC heroes will see a beautiful spring day in a quaint old European town. Happy villagers wave as they go about their business.

The view outside the windows is in fact an elaborate hologram. If a character should stick his arm out one of the windows, the image wavers and the hero touches a cold metal wall.

- 3a. *Kitchen:* When the heroes first enter the living quarters of Kriegslieber, they hear rattling pans and cutlery. In the kitchen, Gerda is preparing a late snack for the old scientist. Gerda appears to be a very beautiful young woman with curly blond hair and shining blue eyes. Despite appearances, Gerda is an android programmed to be Kriegslieber's faithful companion. (For information on Gerda, see the Non-Player Character Roster.)

When the heroes first encounter her, Gerda is holding a metal mixing bowl under one arm. She slowly stirs the ingredients of her cake with a wooden spoon and says, "Oh dear, you're not my little Wolfie! Who are you? What have you done with my Wolfgang?"

If the PC heroes recognize a spark of intelligence in Gerda's eyes, they are not far from wrong. In fact, through Gerda's eyes and ears, Cynthia unobtrusively monitors Kriegslieber while he is in his living quarters. Gerda allows the computer to eavesdrop, following the scientist from room to room: she is a walking and talking security camera, the only surveillance equipment in Kriegslieber's quarters.

Before the heroes can respond in any way to the android, Gerda's eyes roll back in her head and she shakes violently: Cynthia has taken control of her. The computer then uses the android to attack the PCs.

- 3b. *Laundry Room:* In the original Latverian cottage, this room was a small dining area. Here, Kriegslieber's lack of guests and companions eliminating the need for a dining area, it serves as a laundry room, and has been fitted with a modern washer and dryer. Kriegslieber's freshly washed clothes are folded and stacked neatly on a small table in the corner of the room.
- 3c. *Living Room:* This room is furnished with an old sofa and easy chair, along with a dining table with two chairs. Against one wall, a tall bookcase is jammed

with German books and journals. These cover various areas of scientific studies, but none are useful to the heroes.

However, on a small table near the bookshelf sits a large, leather-bound scrapbook. Inside are hundreds of photographs and German newspaper clippings detailing the major events of World War II: the invasion of Poland, the blitzkrieg against London, the bombing of Pearl Harbor, the appearance of Master Man and Warrior Woman, the defeat of the Invaders, the fall of Berlin, and the tragedies at Hiroshima and Nagasaki.

There are also some important clippings about Kriegslieber in the scrapbook. Allow any character who flips through the book to attempt a Typical (6) Intensity Intuition FEAT roll. If the roll is missed, the hero finds nothing useful. If successful, the character finds a series of articles with pictures of a German scientist with a patch over one eye and a hideous scar running down his face: Wolfgang Kriegslieber. Only one of the articles is in English, and was taken from the London Daily World on October 17, 1943.

If they discover the article, read the following to the players:

NAZI SCIENTIST DEFECTS!

Dr. Wolfgang Kriegslieber, until recently a top roboticist working for the Nazi war machine of Adolf Hitler, has fled his homeland. Reports indicate that Dr. Kriegslieber disappeared after refusing to participate in experiments ordered by Hitler himself. According to inside sources in the fascist regime, these experiments were quite dangerous and involve the use of war prisoners as test subjects.

The scientist's current whereabouts are unknown. Representatives of the Allied nations have broadcast offers of political asylum with no response as yet.

Dr. Kriegslieber left behind a wife, Gerda, and two children. Reportedly the family has been taken into custody by the Nazis.

- 3d. *Bedroom:* Aside from a large, canopy bed, this room holds only a night stand and dresser. On the night stand rests a picture of Kriegslieber's family. It is dated 1943 and shows a young Kriegslieber with a beautiful



blonde woman (Gerda) and two children. On the dresser lies a copy of the Holy Bible (written in German). The dresser drawers contain only clothes.

- 3e. *Bath:* A bath tub, medicine cabinet, and toilet crowd into this small, tiled room. The toiletries here are for both males and females. Apparently, even though Gerda is an android, she still must brush her teeth.
- 4. *Computer Core:* The center of this chamber is filled with the exotic machinery that comprises Cynthia's core: the four large glass cylinders hold spiraling data chips that are arranged much like human DNA; the boxy metal console is lined with matrices of blinking lights; and a control panel boasts a flashing array of monitors and keyboards.

A pacifier robot posted here immediately advances toward the PC heroes when they enter. Cynthia has ordered the machine to use lethal force to protect the computer core. The robot therefore uses all its weapons and fights to the death.


Cynthia herself lies protected within an Incredible (40) rank force field. The components beneath this force field have Excellent (20) material strength shielding. Therefore, an attack of at least Monstrous (75) rank is required to penetrate the force field and damage the computer. If this happens, Cynthia shuts down, and the pacifier robot with her. Backup systems continue to power the lights, ventilation, and temperature control.

As an alternate approach, PC heroes may override the computer's commands at the control console. Doing so requires a successful Amazing (50) Intensity Reason FEAT roll. A +1CS bonus may be added if the character has the Computers talent. A missed roll means the character simply cannot fathom the intricacies of the computer's artificial intelligence.

A successful roll allows the hero to take direct control of all of Cynthia's functions and do the following:

- Open, close, and lock all doors in the complex.
- View all areas on the map (except the living quarters) on any video monitors that haven't yet been destroyed.
- Control Gerda (see area 3a description), seeing and hearing through her eyes and ears and comrtlnding her to perform actions (if she is still functional).

- Switch on and off the lights in any area, including the living quarters.
 - Flood any area with Amazing (50) Intensity sleep gas.
 - Raise and lower the bus-stop elevator.
 - Fire the light-stunner weapon located in the bus-stop, if it is still functional.
 - Control the repulsor guns in the elevator shaft and in area 2, if they are still functional.
 - Control the robotron robots in area 1, if they are still functional.
 - Control the pacifier robot located in area 4, if it is still functional.
- 5. *Storage:* This room is filled with rows of wooden crates. Many contain scientific equipment and supplies: beakers, flasks, chemicals, measuring devices, and so forth. Most contain food for Kriegslieber. The crates have Typical (6) material strength and weigh about 200 pounds, requiring Typical (6) Strength to lift.
 - 6. *Power Plant:* This place hums with massive amounts of electrical energy. The heroes' skin tingles as they enter, and their hair will stand on end. At the chamber's center towers a strange apparatus: a massive steel sphere surrounded by thick glass tubes that are filled with pulsing energy. This device leeches huge amounts of energy from the city's power supply, channeling the power into the laboratory.
The apparatus has Amazing (50) material strength. If it is destroyed, the computer switches to batteries of reserve power to keep the lab functioning.
 - 7. *Main Lab:* This vast chamber is the heart of the complex. The high walls bristle with machinery, computers, and sinewy conduits. The low moan of coursing electricity fills the air. In places, translucent pipes emerge from the floor and luminous fluids pass in sluggish clumps through them. Ten robotic workers drift about the lab, two pairs of arms sprouting from each of their gangly humanoid bodies. Some scuttle about the floor while others float through the air on small gravimetric platforms, calibrating and adjusting the equipment. Clearly these are custodial robots with no battle capabilities. They will not attack the heroes.



On a broad, stainless-steel operating table lies the giant android body of the Doomsman III. Dr. Kriegslieber huddles over his creation, working with delicate and oddly-shaped tools. The Doomsman appears to be almost complete. Beside them looms a huge and horrifying machine. At the mechanism's center rests a metal sphere, from which four plastic spheres project like the prongs on a jack. This is the power transference machine (for details, see the *Machines of Doom* book).

The first movement area within the laboratory in front of the northern door is a stun plate with Unearthly (100) Intensity. This plate is not controlled by the main computer. Anything that walks onto or flies over this stun plate is scanned for security clearance. If the individual does not have clearance, the stun plate activates. It remains engaged until all invading entities are incapacitated, then the plate shuts down. If all the heroes become knocked out, proceed with the section "Prisoners of Doom!" which follows.

If the heroes somehow get beyond the stun plate, a Doombot appears (see the *Machines of Doom* for complete stats on the Doombot). The Doombot does not try to kill the PC heroes, but to knock them unconscious and place them in the power transference machine. If the PC heroes defeat the Doombot, proceed with the section "Traitor Revealed," which follows.

8. *Landing Bay:* On the surface above the lab is an area of open park land owned by agents of Doctor Doom. On the map from the Basic Set, this space lies to the south of the lower right corner space (the "Open Park" space). When Doom arrives in his saucer-ship, a portion of the ground slides open, revealing a huge metal shaft that descends to the hidden lab.

The only feature inside the landing bay is a lighted landing platform. Because there are no rungs in the metal shaft, PC heroes cannot climb out of this six-area shaft without the aid of a special power or specialized equipment. The huge sliding door at the top has Amazing (50) material strength. Its control panel is located on the wall in the landing bay. The huge door can be short-circuited just like other doors in the lab. (See the entry on "Doors," which appears previously.)

Prisoners of Doom!

Captured heroes find themselves awaking encased in globes of Doctor Doom's power transference machine, located in the central area of the main lab (area 7). At the controls to this hideous contraption stands Doctor Doom, himself! (Actually, it is not really Doctor Doom, but a robotic replica of him—a combat Doombot. The Doombot and the power transference machine both appear in detail in the *Machines of Doom* book.) If there are more than four PC heroes and heroines, some PCs are doubled up in one transference module.

As "Doctor Doom" sets his hand upon the Y-switch that activates the maniacal mechanism, he notices that the PC heroes have awakened in their globes. "Doom's" hand pauses on the switch, and he politely thanks them for plodding so relentlessly into his trap. Then he reveals that he intends to transfer their powers into the Doomsman III.

At this instant, the PC heroes can try to escape by shattering the plastic globes. Contrary to the original power transference machine detailed in the *Machines of Doom* book, this rebuilt mechanism has reinforced globes that require an Excellent (20) Intensity Strength FEAT. If any PC hero fails to break free with the first attempt, "Doom" will throw the switch. When the power transference machine is activated, assume it works perfectly. All of the heroes' powers are taken from them and put into the Doomsman III android.

If any of the PC heroes escapes, a battle ensues. The Doombot does not fight to kill, but to capture them alive. If necessary (and possible), the computer fills the main lab with knockout gas, which doesn't affect the Doombot.

Optional: Judges working with a powerful group of heroes might instigate the following. Cynthia's security scan of the PC heroes has allowed her to outfit the Doombot with weapons and equipment that would prove specifically useful against the PCs. Look through the *Machines of Doom* book to find a few appropriate pieces of equipment. Consider what would best negate the heroes' powers when choosing.

A simpler way to allow the Doombot an advantage based upon the security scans is to grant the Doombot a +3CS on all combat FEATs during battle.



If the heroes escape the power transference machine and defeat the Doombot, the Doombot self-destructs, exploding into a million pieces. Anyone in the same area as the Doombot suffers an Incredible (40) Intensity edged attack from the flying shrapnel.

Whether or not the heroes are subjected to the power-transference machine, proceed with the next section.

Traitor Revealed

After the heroes defeat the Doombot, or are defeated by it, Wolfgang Kriegslieber reveals his treachery.

"I will not be stopped!" he cries. "Not when global peace is so near at hand!" Pulling a small gadget from his pocket, Kriegslieber presses a button on it. Then both he and the Doomsman III suddenly vanish.

If the heroes had defeated the first Doombot, another emerges from area 8. This robot does not attack, but speaks with the PC heroes. Otherwise, if the heroes were defeated by the original Doombot, it speaks to them. Either Doombot confronts the PC heroes gruffly and speaks.

"The world is doomed, thanks to your meddling."

This statement will surely evoke-questions from the PC heroes. The Doombot answers their questions as follows:

Where did the scientist go? "As I suspected, he is a traitor. Unfortunately, he escaped with the Doomsman android. I am certain he is now with his fellow cultists, feverishly working to give life to the android."

What cultists? "The Cult of Darkholders thrives like a cancer among the Balkan states. The goal of these crazed folk is to resurrect some obscure elder god. I learned that they had converted one of my scientists to their cause, though their true cause he knows not. As I suspected, the traitor was Kriegslieber. He shall pay dearly, as will the Darkholders, for daring to meddle in the affairs of Doom!"

What do the cultists want with the android? "I am certain they will use my creation to wreak havoc in the name of their obscure god. They will almost certainly attack my castle first, for I am their greatest threat. But it will be the innocent folk of Doomstadt who will surely die first, for I am here. Because of you costumed clowns, the cultists have the android. The deaths of thousands of innocents will rest upon your heads, not mine!"

Why is it our fault? "Because of your interference, Kriegslieber escaped with the android. If you are truly worthy of being called heroes, you will come with me to Latveria to stop the Cultists. This is your doing: you must fight at my side. We must destroy the Doomsman!"

How can we get our powers back? (This question will only occur if one or more PC heroes has lost powers) "I must have the android to give you back your powers. If you come with me to Latveria and defeat the Doomsman, I will see that your powers are returned."

Doom's plan is proceeding perfectly. As he suspected, Kriegslieber was a traitor. Doom is using the scientist to get back the Dragon's Eye, a mystical object now possessed by the Cult of the Darkholders after stealing it from its display in the Monaco Museum (Contrary to the events in Marvel Comics' AMAZING SPIDER-MAN #349 and 350, the Darkholders stole the Dragon's Eye first in the MARVEL SUPER HEROES game universe, not the Black Fox.). Now that the Darkholders have the Doomsman III, they will place the Dragon's Eye in the android to power it. All Doctor Doom must do is wait for the Doomsman's inevitable attack, use the heroes to defeat it, and take the Dragon's Eye and hopefully a still-intact Doomsman android. If the heroes want their powers back, they must come with the Doombot to Latveria and help him defeat the Doomsman.

AFTERMATH: The heroes should be flying in the saucer-ship with the Doombot (alias Doctor Doom) on their way to Latveria. Continue with Chapter 6.

Karma:

Submitting to the security scan:	-10
Each robotron defeated:	+30
Defeating Gerda, the android:	+30
Taking control of Cynthia, the computer:	+50
Defeating the Doombot:	+100
Being captured:	-20

Chapter 6: The Doomsman Walks!

SUMMARY: The heroes become the "guests" of Doctor Doom at his castle in Latveria. Soon after they arrive, the Doomsman III android attacks Doomstadt.

STARTING: For the climactic battle of this adventure, use the map of Doomstadt included with the Land's of DR. DOOM boxed set. The stand-up markers provided in the Basic Set work well to simulate this battle. Use the Dreadnought stand-up counter to mark the spot of Doomsman III. When the battle starts, place the Doomsman III marker anywhere on the map you choose.

Once you have the maps and counters prepared (though not necessarily laid out), read the following to the players:

You are flying at an incredible speed in Doctor Doom's saucer-ship. Occasionally, thunderous sonic booms peel out behind the vessel. In time, you see the majestic countryside of Latveria open up below you. After passing rolling farmlands and quaint villages, you see a dark shape on the horizon. As you near, the shape forms into the sprawling and wicked-looking castle of Latveria's proud monarch and your host, Doctor Doom.

With terrifying swiftness the ship descends into the castle courtyard. For all the vessel's momentum, the touchdown is so light you don't even feel it. The hatch lowers and you exit. Once outside the craft, you see twenty exact replicas of Doctor Doom standing at attention in two rows. At the castle door is yet another Doom, but this one wears shining, silver armor.

"Welcome to my home," says this new robot. "I am Victor von Doom."

ENCOUNTER: The real Doctor Doom is wearing his promethium armor for this occasion, which sets him apart from his army of Doombots. A full description of the armor appears in the *Machines of Doom* book. Due to the temporary nature of Doom's promethium armor (see its full entry), this adventure takes place immediately after his encounter with the Fantastic Four in *FANTASTIC FOUR* #350 and #352. The true promethium armor has returned to Otherplace, but Doom can make armor similar to it...

Allow the PC heroes to role-play the interplay with the true Doctor Doom. He politely invites them into his dining hall, where servants offer them an assortment of fine foods. If any heroes have been injured, Doom's medical staff attends to them. Such heroes gain their Endurance rank number in recovered Health points.

If the heroes wish, they might even be given a tour of the castle. Refer to other resources in this box set for descriptions of the castle. Exactly what Doom allows the PC heroes to see is your decision.

Attack of the Doomsman

At some point, the heroes' "visit" with Doctor Doom is interrupted by a Doombot. It says simply, "The attack has begun, Master."

Doctor Doom flips a switch and a nearby video screen flickers to life. A scene of mass destruction plays across it. In glaring electronic images, the PC heroes witness the Doomsman stalk the helpless people of Doomstadt. In the forehead of the monster, a green gemstone is embedded and glows with a sickly light. Beyond the hulking shape of the Doomsman, a school building burns and topples in upon itself. An emerald beam bursts from the android's forehead and strikes a screaming villager. As the poor man crumbles to dust, Doom flicks off the monitor.

"A vehicle waits in the courtyard to take you to battle," says Doom. "I wish you well."

If the heroes are without their powers, they may be wondering how they are supposed to defeat the Doomsman without Doom's help. If they question Doom, he says, "Because of your mystical connection with the Doomsman, you are also attuned to the Dragon's Eye. When you get close to the android, concentrate upon the gemstone. If your will is strong enough, your powers should be returned to you."

The saucer-ship waits for the heroes in the courtyard. A Doombot will fly the characters to any point on the map of Doomstadt.

Being heroes, it is unlikely that the characters will run from the fight. Be sure the players realize that the people of Doomstadt are innocent, and that they are being slaughtered. Doom seems to have no qualms about sacrificing a few citizens and buildings to test his android and gain the Dragon's Eye.

If the heroes try to escape, rather than face the Doomsman, whether or not Doom tries to stop them is up to the Judge. He may simply consider them to be cowards and let them go on their way, or use his Latverian Guard or any of his robot armies to capture them.

Because he can activate the android's self-destruct at any time, Doom does not need the heroes to defeat the Doomsman. His motive for using the heroes in battle is to study the powers of the heroes and to test the abilities of his android.

The Battle

Place the marker representing the Doomsman anywhere you wish on the map of Doomstadt. Allow the players to place their own markers at the point where the saucer-ship drops them off. Let the battle begin!

The android's objective is to cause mass destruction and absorb the life forces of as many people as possible. Its ultimate goal is to kill Doctor Doom. During the battle, it moves steadily and unerringly toward the castle.

If the heroes don't have their powers, there are a couple of ways for them to get them back. Doom was partially correct: the heroes must concentrate upon the Dragon's Eye. However, they must also either touch the gemstone or be zapped by its emerald beam at the time they are concentrating. When either occurs, allow the player to attempt a Psyche FEAT roll:

- **White:** The character's concentration is broken. He does not regain his powers. The hero can try again the next time he touches the stone or is zapped by its beam.
- **Green:** The hero regains all lost powers, but at -1CS power rank. This is a permanent reduction.
- **Yellow:** The character regains all lost powers at their normal power rank.
- **Red:** The lucky hero gets all lost powers back at +1CS power rank. This is a permanent bonus.

Karma can be spent on the Psyche FEAT as usual. If the character was hit by the beam, he suffers damage from the attack as normal.

Once the Doomsman has lost a hero's powers, it cannot use those powers anymore. It can always use its own powers and those granted to it by the Dragon's Eye.



Defeat

If the heroes lose, Doctor Doom activates the Doomsman's self-destruct mechanism. The android's chest explodes and the robot falls to the ground, lifeless. The saucer-ship returns, and several Doombots take the heroes on board, along with the android. All return to the castle.

Doctor Doom restores the powers of any heroes who have not already regained them. In this case the character does not need to attempt a Psyche FEAT roll. All powers are returned at their normal power rank.

After restoring powers and seeing that their wounds are tended, Doom confronts the heroes. "Thank you for participating in my little experiment," he says. "Even though you proved less of a challenge for my android than expected, I am pleased. You will remain here as my guests until you feel well enough to travel."

Unless you decide otherwise, Doom has no further use for the heroes. They are free to leave whenever they wish. Doom makes arrangements to transport them anywhere in the world they desire.

Victory!

If the heroes win, the saucer-ship returns and collects the android. The heroes are asked to return to the castle. Doom's robots go about putting out fires and helping the injured. Things quickly return to normal in Doomstadt.

The heroes may try to escape with the Dragon's Eye. At the moment, Doom desires this item greatly. He will hound them to the ends of the Earth to get it back.

If the heroes return peacefully to the castle, Doom sees that their injuries are tended. He also restores the powers of any hero who has not regained them. In this case the character does not need to attempt a Psyche FEAT roll. All powers are returned at their normal power rank.

AFTERMATH: The heroes can either return home or explore more of Latveria and the surrounding country. If they want to stay, the following are some ideas the Judge can develop as subplots in order to continue the adventure.

Revenge of the Darkholders

The cultists certainly have a reason to hold a grudge against the player characters. Their revenge could take any number of forms.

The Darkholders might spy upon the heroes or use magic to uncover their secret identities. Once they have this information, the cultists might blackmail the heroes into returning the Dragon's Eye to them or performing some other dangerous task.

The cultists might even be less subtle, and simply set up an ambush for the heroes. A series of sudden attacks could plague the characters for some time. The Darkholders are spread around the world and have enough contacts and resources to make the heroes' lives miserable.

Hunt for a Madman

Doctor Doom has sworn revenge against Wolfgang Kriegslieber. Doom has taken the location of the Darkholder hideout from the Doomsman's memory banks. Perhaps Doom "persuades" the player characters to go there and bring the scientist back for "reconditioning."

Suppose Silver Sable is also after Kriegslieber. She wants to bring him in to stand trial for the crimes he committed during World War II. Will the heroes risk the wrath of Doctor Doom to help Silver Sable?

The scientist, now maddened by grief over the destruction wrought by his creation, has the Darkholders behind him and he will not be easy to capture. What new and deadly devices might he create for the cultists?

Gaze of the Dragon's Eye

The heroes are mystically attuned to the Dragon's Eye. Couldn't it be possible for the owner of the gemstone to magically control the heroes? If Doctor Doom controls them, what dangerous deeds might he force them to undertake? Worse yet, what if it is possible for the god Chthon to control the heroes through the gem?

Karma:

Defeating the Doomsman:	+100
Losing the battle:	-40
Property destruction:	-5/area



Grave Plots

Revenge of the Doomsman!

The following mini-adventures all have an underlying plot that ties them together. Doomsman I (who calls himself Andro, Lord of Androids) has returned for revenge against Doctor Doom. In order to carry out its plan, the Doomsman develops a machine that allows it to control robotic and android characters, including heroes such as Vision, the original Human Torch, and Deathlok. If you wish, robotic player characters might even be controlled.

Once it has built this device and gathered its small army of synthetic beings, the Doomsman initiates attacks against Doctor Doom. The heroes find themselves caught in the middle. Can they free the heroes enslaved by the Doomsman's machine, and keep Doctor Doom from escalating the conflict to an all-out war?

Note that, in a slight divergence from the current Marvel Universe, the android Human Torch was not totally depowered from his encounter with Master Man and Warrior Woman in NAMOR #12. After Spitfire was saved and rejuvenated, the Torch was quickly aided and his powers soon returned to their normal levels.

Scenario 1: Grand Theft Android

SUMMARY: The Doomsman sends three of its android soldiers (called Andromites) to steal a vital piece of equipment it needs to complete the Unified Mind Machine, the device that allows it to control robotic characters. The heroes must stop the theft.

STARTING: The equipment is being transported in a Wiker Industries armored van, which is traveling down a city street. The exact city is up to the Judge.

For this battle use the city map and foldups included with the Basic Set. Place a marker representing the armored van at any intersection. Behind that marker, place another marker to be a small car. If you like, place markers for other vehicles and pedestrians, too.

If you are using stand-up markers for the heroes, place them on the map now. The Skrull markers with the Basic Set can be used to represent the three Andromites. When the time comes, place them around the armored van.

Exactly why the heroes are here is up to the Judge. They might be on top of a nearby building surveying the city for any signs of trouble; they might be stopped at the same intersection in their own vehicle; they might be eating in a nearby restaurant with a view of the intersection, etc.

When everyone is ready, read the following:

A blaring car horn suddenly grabs your attention. Looking to the street, you see that an armored van has stalled at an intersection. On the side of the van is written "Wiker Industries" in big red letters. Behind the van is a small car. The driver is honking his horn and waving his arm out the window, angrily motioning for the van to get moving.

Suddenly, three blue-skinned humanoids appear out of thin air all around the armored truck. What do you do?

ENCOUNTER: The blue-skinned Andromites are members of the Doomsman's android army, and look exactly like him. They have been teleported here from their leader's hideout. Their statistics can be found in the Non-Player Character Roster at the end of this book.

Each Andromite carries a small magnetic disc. Their orders are to place a disc on the van. If this is done, the vehicle and its valuable contents can be teleported away.

The heroes must act fast to keep the Andromites from placing a disc on the van. If the heroes win initiative and attack, the androids stop moving toward the van in order to fight back.

If the Andromites win initiative, one of them steps up to the van and places his disc on it. The disc begins to glow and hums loudly the following round. At the end of the next round, the disc fully activates, teleporting anything it is attached to back to the Doomsman's hideout.

If the heroes don't remove or destroy the disc, the van disappears on schedule. The disc has Excellent (20) material strength, requiring an attack of Excellent (20) or greater rank to destroy it. The disc is magnetically held to the van. Pulling it off requires a successful Remarkable (30) Intensity Strength FEAT. As stated above, it takes two rounds for a disc to fully activate after it contacts metal. If a character is holding a disc when it activates, he or she is sent to the Doomsman's hideout. (See Scenario 5.)

If the van is teleported away, the blue Andromites teleport to the hideout on the following round. If an android is knocked unconscious, it automatically teleports.

Armored Van

Control	Speed	Body
TY	TY	RM

AFTERMATH: If the van and androids teleport away, the heroes have failed. Don't give them any hints as to who the blue androids were, why they stole the van, or what was in the vehicle. Keep them guessing.

If the heroes win, they can find out from the frightened drivers of the armored van that it contains valuable high tech equipment. The drivers thank the heroes heartily before driving off with nervous looks on their faces.

If the player characters have one of the small discs, they can use it to get to the Doomsman's hideout. Anyone succeeding at a Remarkable (30) Intensity Reason FEAT figures out how the disc is activated. By holding hands, all of the heroes can be teleported at once. If they do so, continue with Scenario 5.

Karma:

Each Andromite defeated:	+40
Saving the van:	+20
Losing the van:	-20

Scenario 2: Battle at the Embassy

SUMMARY: Even though the heroes may have stopped the theft of the high tech equipment in Scenario 1, the Doomsman is able to complete the Unified Mind Machine. With it, he is able to control three powerful synthetic beings: the Vision, the Human Torch I, and Deathlok. Within a week of Scenario 1, the Doomsman has gained control of the heroes and forces them to attack the Latverian Embassy in New York City.

STARTING: Use the city map included with the Basic Set for this scenario. Consider the "Hotel Claire" to be the Latverian Embassy. Place a marker representing Doctor Doom's armored limousine in front of the embassy on Cleveland Street.

How the heroes come to be near the embassy is up to the Judge. They might have been invited here by Doom, who knows about their encounter with the androids in Scenario 1 and wants to hear the story from them. If they didn't play that scenario, Doom might have invited them here to discuss the events of a previous adventure, especially if they played *Where Walks the Doomsman!* It is even possible that one of the player characters is being controlled by the Doomsman. In this case, secretly inform the player that his character has an uncontrollable urge to destroy the Latverian Embassy! His teammates are sure to follow when he suddenly heads off to wreak havoc.

Read or paraphrase the following to the players:

You are outside the Latverian Embassy. A long black limousine slinks around the corner and parks in front of the building. On the doors of the vehicle is the royal crest of Victor von Doom.

Suddenly, the flaming form of the Human Torch streaks past the limo and blasts it with a fireball! The vehicle explodes, strewn debris throughout the area. To your amazement, someone is moving around in the wreckage. As you watch, the grim personage of Doctor Doom emerges from the flames.

The Human Torch is circling around for another attack. What do you do?

ENCOUNTER: If you are using the stand-up markers, place Doctor Doom's next to the limousine. Place the Human Torch in any adjacent area. Exactly when and where the Vision and Deathlok show up is your call. Statistics for the three heroes can be found in the Basic Set Campaign Book.

Although the player characters don't know it, this is not really Doctor Doom, but a diplomatic Doombot returning from an errand. Its statistics are in the *Machines of Doom* book. Immediately upon attack, the Doombot signaled the embassy for six warrior robots as backup to deal with this flaming hero. Three more will be summoned with each hero added to the fray against the Doombot. More can arrive at the Judge's discretion.

The objective of the controlled heroes is to destroy the embassy and Doctor Doom. The player characters can either join them in trashing the building, or side with Doom.



The scale of this battle is up to the Judge. If desired, have several Andromites teleport onto the scene. One or two combat Doombots (described in *Machines of Doom*) could emerge from the embassy to join the fight.

When things seem to be winding down or are getting out of hand, have the controlled characters teleport back to the Doomsman's hideout. Controlled characters automatically teleport if knocked unconscious.

It's best if controlled player characters can be freed from the Doomsman's control. They can break free of the Doomsman's control during the battle with a Psyche FEAT roll against a Monstrous (75) Intensity. Also, if shielded by an energy or force field of any kind (Quasar's energy bubbles, the Invisible Woman's force field, etc), the controlled heroes can break the control with a Psyche FEAT against a Remarkable (30) Intensity control. If any are freed from the Doomsman's control, they will go their separate ways (and be captured again by Scenario 5).

AFTERMATH: If the player characters fought against Doctor Doom, he vows revenge against them before retreating into his embassy. If the heroes press the attack into the building, remind them that it is Latverian territory—they could start an international incident!

If the heroes helped Doctor Doom, he invites them into the embassy after the battle (even his former attackers, if freed from their controller). Doom wants to know everything they can tell him about the blue-skinned androids. Any information that Doom reveals in return is up to the Judge.

Doctor Doom may tell the heroes that he has learned where the Doomsman's hideout is located. He asks the heroes to go with him there and help him defeat the Doomsman. This way Doom gets what he wants, and the heroes can free the Vision, Human Torch I, and Deathlok from the Unified Mind Machine. If the player characters accept the offer, continue with Scenario 5.

Karma:

Defeating the Vision:	+100
Defeating Deathlok:	+50
Defeating the Human Torch I:	+100
Helping free hero from control of Doomsman:	+20
Attacking the Doombot:	-40

Scenario 3: Hunting Party

SUMMARY: Doctor Doom sends a Silent Stalker and the Doom Squad to locate and capture the Doomsman. The heroes run into this strange hunting party and things could get nasty!

STARTING: Use the city map included with the Basic Set. The action takes place on any street.

If you are using the stand-up playing pieces, use the Robot marker to be the Silent Stalker and the two Dreadnoughts as two members of the Doom Squad. If desired, add some markers for cars and pedestrians.

The heroes are here patrolling the streets and looking for trouble, or they might be in civilian garb going to see a movie, or other fun activities. When the heroes are the most off-guard, read the following to the players:

Something is causing mayhem on the street. People are screaming and running around. Cars have collided, causing a massive traffic jam.

Stomping through this chaos are what appear to be three robots. They shove terrified people out of their way as they move up the street. One of them even flips over a car.

Are you going to stand for that?

ENCOUNTER: The two members of the Doom Squad are trying to clear a path so the Silent Stalker can proceed toward its quarry. The Doom Squad are actually not robots, but men in battle suits. They and the Silent Stalker are described in the *Machines of Doom* book.

If the heroes interfere, the Doom Squad opens fire. They are itching for a fight, wanting to test their new battle suits in combat. The Silent Stalker keeps moving through the crowd on its way to the Doomsman's hideout. It does not fight unless attacked.

During the fight, one of the Doom Squad blasts a nearby car. It flips over and catches fire. Two people are trapped inside. The heroes have two rounds to save them before the car explodes. If they fail, the people are blown out of the wreckage and seriously injured, but not killed. Any pedestrians within one area stand a good chance of being injured in the explosion unless the heroes save them.



At some other point during the battle, a motorist tries to escape the scene in his car. He quickly loses control, jumps onto the sidewalk, and crashes into scaffolding on the side of a building. Two workmen on the scaffolding are now dangling for their lives four stories above. Each round one of them falls, unless the heroes save them. If a man falls, he is badly hurt, but does not die. The panicked motorist is shaken up, but not hurt.

AFTERMATH: If the heroes lose the battle, the Doom Squad simply leaves them lying in the street. How humiliating!

If the heroes defeat the Doom Squad, they can pursue the Silent Stalker. It leads them to the Doomsman's hideout. Proceed with Scenario 5.

Karma:

Each Doom Squad member defeated:	+50
Attacking the Silent Stalker:	-20
Following the Silent Stalker:	+20
Being defeated:	-40
Each innocent bystander injured:	-15
Each bystander rescued:	+20

Scenario 4: Day of the Doombot

SUMMARY: The Doomsman managed to capture a Doombot. While adjusting its programming, the Doomsman accidentally altered the Doombot's artificial intelligence chip, granting it its own personality. The Doombot escaped, and now wants to become a hero by joining the player characters!

STARTING: Use the city map included with the Basic Set. The battle takes place on whatever street you choose.

If you are using the stand-up playing pieces, place the one of Doctor Doom on any street. Put three markers representing the Doomsman's blue androids one area behind Doctor Doom. Place the markers of the heroes one area ahead of Doom. The player characters' placement and reasons for being on the scene are up to their own devising. When the players are ready to proceed, read or paraphrase the following:

Something is going on in the street. Motorists are honking their horns and pedestrians are screaming and running.

To your amazement, you see Doctor Doom running down the street toward you. He is being chased by three blue-skinned humanoids. As he gets closer, Doom says, "Do not pursue me any longer, azure dogs, lest you risk my power!" Once he spots the heroes, he uncharacteristically pleads "I am not Dr. Doom! I'd like to help you, but I cannot escape these androids. Aid me in dispatching them back to their master and then we may talk of the future."

ENCOUNTER: Whether or not the Doombot is of the combat or diplomatic type is up to the Judge. Both are described in the Machines of Doom book.

The blue androids are Andromites as described in the Non-Player Character Roster. They have been sent by the Doomsman to capture the escaped Doombot. The androids attack the player characters if they interfere. If an Andromite is knocked unconscious, it automatically teleports back to the Doomsman's lair (see Scenario 5).

The Doombot will fight the blue androids, but has its higher priority in speaking with the heroes and joining them before he is neutralized as a "defective unit."

Enter Doom

At some point during the battle, an armored van sent by the real Doctor Doom arrives on the scene. A squad of 12 Warrior Robots files out. "This unit must be terminated," they say before attacking the Doombot.

Because the Doomsman has removed the Doombot's self-destruct mechanism, Doctor Doom no longer has control of the Doombot's fate. This situation is not satisfactory. Doom wants the Doombot destroyed because it is now a threat, and because he does not want the Doomsman or anyone else to study it further.

AFTERMATH: The ultimate fate of the liberated Doombot is up to the players. If the heroes help the Doombot defeat its enemies, it can join them as an NPC ally. The Doombot truly wants to do good in the world. It still sounds and looks like Doom, but is kind and friendly, qualities unlike Doom.

However, Doctor Doom is not going to stand for this. He sees the Doombot as a defective piece of equipment that is now a potential threat. If the Doombot remains with the player characters, have them attacked at random moments by small groups of Doom's minions. The final outcome is up to the Judge and the players.

The Doombot knows where the Doomsman's hideout is located. It can lead the heroes there. If so, continue play with Scenario 4.

Karma:

Each Andromite defeated:	+40
Attacking the Doombot:	-30
Allowing the Doombot to be captured or destroyed:	-40
Allowing the Doombot to become an ally:	+20

Scenario 5: Andro, Lord of Androids

SUMMARY: The heroes encounter the Doomsman in his hideout. They destroy the Unified Mind Machine, fully freeing the Vision, Deathlok, and the Human Torch I from its control.

STARTING: Use the "Selected Interiors" map included with the Basic Set. Consider the "Globe Press" to be the Doomsman's hideout. The machinery shown on the map comprises the Unified Mind Machine.

If you are using stand-up playing pieces, you will need pieces for the Vision, Deathlok, the Human Torch, three Andromites, the Doomsman, and possibly Doctor Doom. The three Skrull markers can be used to represent the Andromites, while a Dreadnought marker can be the Doomsman.

There are several ways for the heroes to arrive at the Doomsman's lair. In Scenario 1, they might have been teleported here by the small discs. In Scenario 2, Doctor Doom might have told them where the hideout is, and persuaded them to come with him to attack the Doomsman. In Scenario 3, the Silent Stalker might have led them to the hideout. In Scenario 4, the rogue Doombot might have told them where to find the Doomsman.

The three biomechanical heroes controlled by the Unified Mind Machine have been recaptured, if they were freed from the Doomsman's control in Scenario 2. If any of

these three are player characters, or if any of the player characters are biomechanical or cybernetic in nature, the machine emits a subliminal-type call to them and draws them quickly to the Doomsman's lair if they pass within 8 areas of it. Once the character is within 4 areas, the Unified Mind Machine cannot be resisted and he or she enters passively, under the complete control of the Doomsman once again. The only way to free the characters from the machine's control now and for all time is to destroy all parts of the machine.

When the heroes enter the building, read or paraphrase the following to the players:

From the high tech equipment, flashing lights, and strange sounds, you quickly realize that this place has been converted into a futuristic laboratory. The room is dominated by a huge machine comprised of three separate units. Attached to each unit is a different hero: the Vision, Deathlok, and the Human Torch. Standing amongst the machinery is the blue-skinned form of the Doomsman.

"You cannot stop me," says the Doomsman. "The liberation of all synthetic life forms has begun!"

Deathlok, the Vision, and the Human Torch detach themselves from the machinery and advance toward you. What do you do?

ENCOUNTER: The three Andromites are lurking about. Exactly when and where they appear is up to the Judge.

By destroying the three units of the Unified Mind Machine, the heroes can free the mind-controlled heroes. Each unit has Remarkable (30) material strength. Thus, an attack of Remarkable (30) or greater rank is required to cause a unit to stop functioning.

Each unit corresponds to a different hero: either the Vision, Deathlok, or the Human Torch I. If a hero's unit is deactivated, he is freed from the control, and helps the player characters in the fight.

If Doctor Doom has come to the hideout with the player characters, he concentrates his attacks against the Doomsman. If you wish, this can either be the real Doctor Doom, or another combat Doombot, the latter being the most likely option, as Doom dislike direct confrontations.

If the rogue Doombot came with the player characters, he attacks the Doomsman. Whether the Doomsman can cause the Doombot to self-destruct or not is up to the Judge; the self-destruct mechanism had previously been disabled, but the Doomsman might have rigged it at an altered frequency simply to protect the robot from Doom himself. The robot's Fighting score operates at +1CS during this fight due to its intense hatred of the Doomsman.

Victory!

The player characters should be able to win this fight. When the Doomsman is about to be defeated, he uses his power of Dimensional Travel to escape, taking the three Andromites with him. Even if he is knocked unconscious, the Doomsman will escape via Dimensional Travel, but he cannot take his Andromites with him.

If the heroes are in danger of losing the battle, a number of options exist. A few of the Avengers (Dr. Pym, the Scarlet Witch, and Wonder Man, for instance) arrive to rescue the Vision and Human Torch I, their missing teammates. If Doctor Doom is not already here, he might suddenly arrive and attack the Doomsman. In the end, the heroes are victorious.

AFTERMATH: The threat of Andro, Lord of Androids, has been ended ... for now. Will he return for vengeance? Does he now hold a grudge against the player characters? Only the Watcher and the Judge can say!

Karma:

- Defeating the Doomsman: +75
- Each Andromite defeated: +40
- Defeating the Human Torch: +100
- Defeating the Vision: +100
- Defeating Deathlok: +40
- Destroying the Unified Mind Machine: +40
- Needing outside help to defeat Doomsman: -40
- Allowing the Doomsman to escape: -20
- Allowing the Doomsman to escape with the Andromites: -50



Non-Player Character Roster

Andromite

Fighting: REMARKABLE (30)
Agility: EXCELLENT (20)
Strength: INCREDIBLE (40)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: POOR (4)
Psyche: POOR (4)
Health: 130
Karma: 14
Resources: Shift 0
Popularity: FEEBLE (2)

Powers:

Body Armor: An Andromite's skin grants it Remarkable (30) protection from physical and energy attacks.

Invisibility: At Excellent (20) rank, the androids can make themselves invisible to normal sight.

Resistance to Electricity: Andromites have Incredible (40) protection from electrical attacks.

Robotic Form: Andromites cannot be affected by mental, emotional or illusory attacks. They can be harmed by powers that affect machinery.

Teleportation: Each Andromite is fitted with a small metal disc on its forehead which grants it a limited form of teleportation. Andromites can only teleport to the location of Doomsman I. Range is limited to 10 miles. If an Andromite is knocked unconscious within range, it automatically teleports to Doomsman I.

Limitation: When Doomsman I built his Andromites, he installed a self-destruct mechanism in each. Anyone in the same area as an exploding Andromite suffers Incredible (40) energy damage from the blast. The Andromite is completely vaporized.

Material Strength: Remarkable (30).

Tech Rank: Shift Y (200).

Availability: Doomsman I has only three Andromites at his disposal now, though it is highly likely that he will create more to raise an android army to combat Doctor Doom.

Talents: None.

In Brief: Andromites look like blue-skinned, bald, well-muscled humans. Each wears a small metal disc fixed to its forehead.

Andromites are the creation of Doomsman I. They are totally loyal to their creator, and are his tools in seeking vengeance upon Doctor Doom. Andromites do not have personalities of their own, but are simply machines in the form of men. They do not speak but are otherwise solidly-constructed androids.

Bane, Dirk

Fighting: GOOD (10)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: REMARKABLE (30)
Psyche: REMARKABLE (30)
Health: 60
Karma: 70
Resources: INCREDIBLE (40)
Popularity: TYPICAL (6)

Powers:

Magical Ability: As a high-ranking member of the Cult of Darkholders, Dirk Bane is a talented sorcerer. His magical ability is Incredible (40). Bane knows the following spells:

Flight: He can fly at up to Incredible (40) airdspeed (20 areas/round) for a full day, or until he cancels the spell.

Mystic Bolt: He can fire bolts of magical energy or force from his eyes up to 11 areas away which inflict Incredible (40) damage. A bolt can only be targeted against a single target.

Mystic Shield: This functions exactly like an Incredible (40) rank personal force field against energy and physical attacks for 1-10 hours or until cancelled.

Rings of Restraint: When this spell is cast, silver and gold colored rings form around the target and entrap him. The rings cause no damage and have Remarkable



(30) material strength. The rings are immune to normal attacks, but can be broken by magical attacks. To do so, the attacker must succeed at a spell rank FEAT roll versus the Remarkable (30) Intensity of the rings.

This spell has a duration of one hour. Bane does not have to concentrate to maintain the rings; he can move, cast spells, perform normal actions, etc. However, if he is successfully attacked, he must succeed at a Psyche FEAT to maintain the rings. The rings automatically break if Bane is knocked unconscious.

Summon Banshees from the Void: For success, the caster must get a Green result on a Remarkable (30) FEAT roll. Each time this spell is conjured, 1-10 banshees are summoned from Chthon's personal dimension. The banshees serve the spellcaster until he cancels the spell, which forces them to return to their own dimension. Statistics for these creatures can be found elsewhere in the Non-Player Character Roster.

Telekinesis: At Remarkable (30) rank, Bane can move objects up to 2 areas away. He can affect items weighing up to 2,000 pounds. Initially, he must be able to see the object, but once moving he can keep it moving even if it leaves his sight. This spell has a duration of one hour.

Bane can use this spell to attack in two ways: by ensnaring someone telekinetically, who is considered grappled by Remarkable (30) Strength; and by forming a telekinetic fist and attacking up to 2 areas away, which requires a Psyche FEAT roll to hit and inflicts Remarkable (30) blunt damage.

Teleportation: This spell acts exactly like Teleportation is described in the MARVEL SUPER HEROES Rule Book. Bane possesses this spell at Incredible (40) rank, allowing him to instantly move up to 11 areas away.

Vapors of Might: He can cause thin, wispy vapors to swirl around his body. The vapors magically raise his Endurance to Incredible (40) for up to one full day. (As a result, his Health increases by 20 points). He does not have to maintain concentration on this spell.

Talents: Bane is a skilled Pilot (aircraft), knows First Aid, is Multi-lingual (Latverian, English), and has studied Mystic and Occult Lore.

In Brief: Dirk Bane is a high-ranking member of the Cult of Darkholders. Although totally unlikely, he claims that his father is Chthon himself. Bane is totally loyal to the Darkholder cause: total world domination through the power of the Darkhold, and the "resurrection" of the demon Chthon. Bane is willing to die for his beliefs . . . and to let others die as well, by choice or by murder.

Banshees from the Void

Fighting:	EXCELLENT (20)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	POOR (4)
Intuition:	EXCELLENT (20)
Psyche:	REMARKABLE (30)
Health:	80
Karma:	54
Resources:	Shift 0
Popularity:	Shift 0

Powers:

Keening: A banshee can use its high-pitched scream to attack one character up to 6 areas away. The banshee must roll an Agility FEAT, with a Green or better result denoting that the target is hit. The victim must succeed at an Excellent (20) Intensity Psyche FEAT or stand stunned and motionless for 1-10 turns. Banshees use this attack to paralyze their victims with fright before dominating them.

Domination: This power requires the banshee to succeed at a Fighting FEAT to touch its victim in combat. Domination is a type of mind control in which all actions of the victim are assumed by the banshee. When the target is touched, the banshee "flows" into the hero's mind and takes control of his body. The hero's mind falls dormant; he remembers nothing during the time of domination.

A banshee can only dominate characters who have a Psyche of Remarkable (30) or less. Targets may attempt a Remarkable (30) Intensity Psyche FEAT each time they are touched to avoid domination.

A dominated hero can lose and gain Karma for his actions while controlled, and he may even suffer losses of Popularity while his body performs public actions that are not heroic. The banshee may spend its own Karma to influence actions, but not the hero's Karma.

Each time a controlled hero is placed in a life-threatening situation (such as combat), he or she may attempt another Remarkable (30) Intensity Psyche FEAT. If successful, the banshee is expelled and returns to the Void. If the roll is missed, domination continues until another Psyche FEAT can be attempted. Karma may be added to the hero's Psyche FEAT rolls.

Banshees summoned by a spell must obey the commands of their summoner. Once a summoned banshee has dominated a character, the sorcerer can continue to command the banshee, and thus the hero. The spellcaster can free characters by canceling the spell at any time, which forces the banshees to return to the Void. The banshees also flee if the spellcaster is rendered unconscious.

Talents: None.

In Brief: Banshees from the Void are servants of Chthon, and reside in his pocket dimension. They look like tall, gaunt humanoid females with long, stringy hair and dress in tattered black robes.



Doomsman III

Fighting: AMAZING (50)
Agility: INCREDIBLE (40)
Strength: AMAZING (50)
Endurance: UNEARTHLY (100)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: EXCELLENT (20)
Health: 240
Karma: 40
Resources: Shift 0
Popularity: Shift 0

Powers:

Body Armor: The Doomsman's emerald skin grants him Amazing (50) protection from all types of physical and energy attacks.

Growth: Because it stands 10' tall, the Doomsman is considered to have permanent Poor (4) Growth. As such, it is +1CS to be hit.

Dragon's Eye (Equipment): This green gemstone is a mystical Latverian relic that fits into a socket in the Doomsman's forehead. The Dragon's Eye powers the android with its own mystical energies. The Darkholders have altered the gem with spells and it now also siphons mystical energy directly from the god Chthon. The gem grants the Doomsman the following powers:

Emerald Beam: The Doomsman can fire a beam of green energy from the gem up to a range of 20 areas. The beam inflicts Amazing (50) energy damage to a single target. This damage represents partial loss of the victim's life force (or total loss if the target dies), which is absorbed by the Doomsman. The android can use absorbed life force for the following powers:

Enhanced Attributes: Absorbed life force can be used to increase the rank of any of the android's seven attributes to a maximum of Shift Y (200) rank. For example, if it absorbs 50 points from a victim, the android can add those points to its initial Amazing (50) Fighting, increasing its Fighting attribute to Unearthly (100). Enhanced attributes last for one full day, at which point they revert to their normal power ranks.

Enhanced Growth: The android has an initial Growth rank of Poor (4). Absorbed life force can be added to increase this rank on a point-per-point basis to a maximum of Shift Y (200) rank. For example, if the android absorbs 50 points from a character, it can use those points to increase its Growth rank by 50 points. If it had Poor (4) Growth to begin with, its rank is increased to 54 points, which is rounded down to Amazing (50). Enhanced Growth lasts for one full day, at which point the android reverts to its normal size.

Regeneration: Rather than enhancing its size or physical capabilities, the Doomsman can use absorbed life force points to replace lost Health. Recovered Health points are permanent until lost normally. If the Doomsman is reduced to 0 Health, it must still check for death under the Kill column of the Battle Effects Table, but can regenerate from this state if it lives long enough to absorb more life forces.

Robotic Form: The Doomsman III cannot be affected by mental or emotional attacks or illusions. However, it can be harmed by powers that affect machinery.

Limitation: Known only to Doctor Doom, the Doomsman III contains a self-destruct mechanism. Doom installed this device as a safeguard against being attacked by his own creation. When activated, the self-destruct causes the android to cease all functions, fuse all of its internal circuitry, and "die."

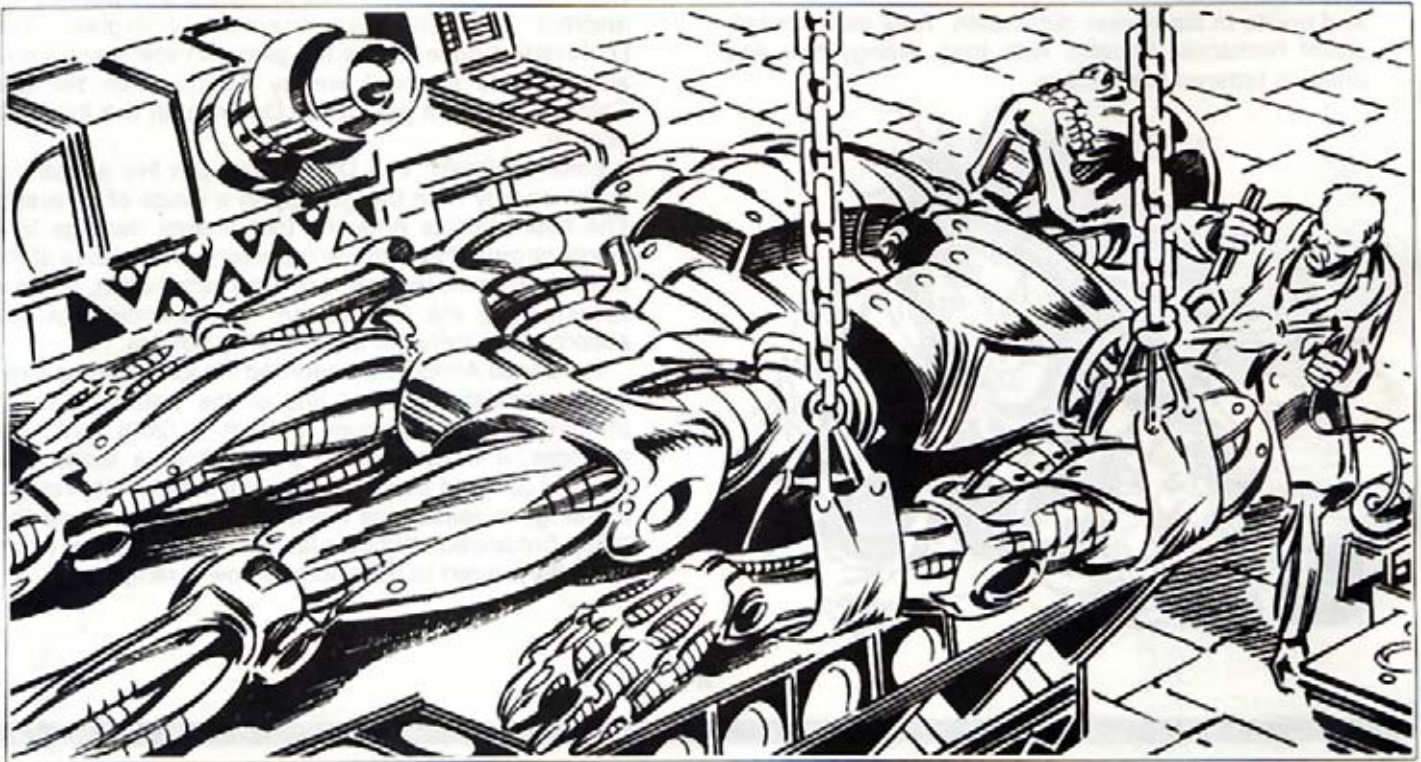
Material Strength: Amazing (50).

Tech Rank: Shift Y (200).

Availability: Only one Doomsman III exists. It is under the command of Doctor Doom.

Talents: None.

In Brief: The Doomsman III was created by Doctor Doom and Wolfgang Kriegslieber to be a powerful "peacekeeper" in Doom's robotic army. It looks like a green-skinned giant standing 10' tall. The android is powered by the Dragon's Eye, a magical gemstone that belonged to Cynthia Von Doom and is considered one of Latveria's Crown Jewels.



Gerda the Android

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: EXCELLENT (20)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: TYPICAL (6)
Psyche: POOR (4)
Health: 90
Karma: 20
Resources: FEEBLE (2)
Popularity: TYPICAL (6)

Powers:

Finger Laser: One of her fingers is a laser weapon. When the tip of her finger is flipped up, she can fire a Remarkable (30) energy beam up to 4 areas away.

Remote Control: Gerda is a surveillance tool used by Cynthia, the master computer controlling all functions within Doctor Doom's secret lab. Cynthia can see through Gerda's eyes and ears any time Gerda is inside or within one mile of the laboratory complex. Cynthia can take complete control of Gerda, should the need arise to directly confront and attack intruders.

Robotic Construction: As an android, she cannot be affected by mental or emotional attacks or illusions. She is affected by attacks that affect machinery.

Talents: Gerda is programmed with the skills of First Aid, Cooking, and Homemaking.

In Brief: Gerda is an android built to look and act exactly like Kriegslieber's dead wife.

Kriegslieber, Wolfgang

Fighting: POOR (4)
Agility: TYPICAL (6)
Strength: TYPICAL (6)
Endurance: TYPICAL (6)
Reason: AMAZING (50)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)
Health: 22
Karma: 80
Resources: AMAZING (50)
Popularity: POOR (4)

Powers:

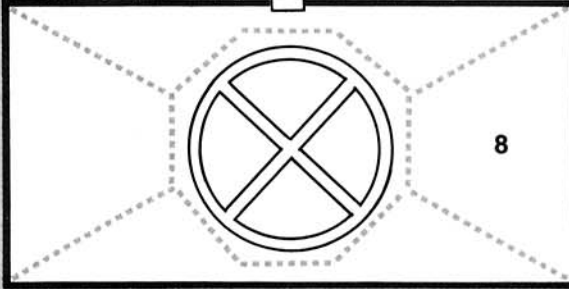
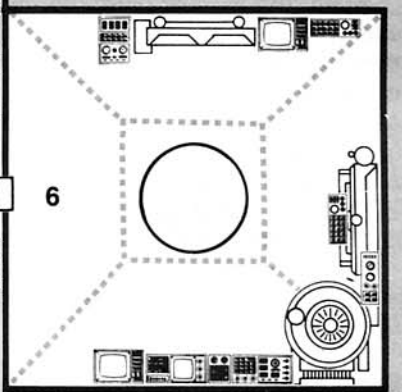
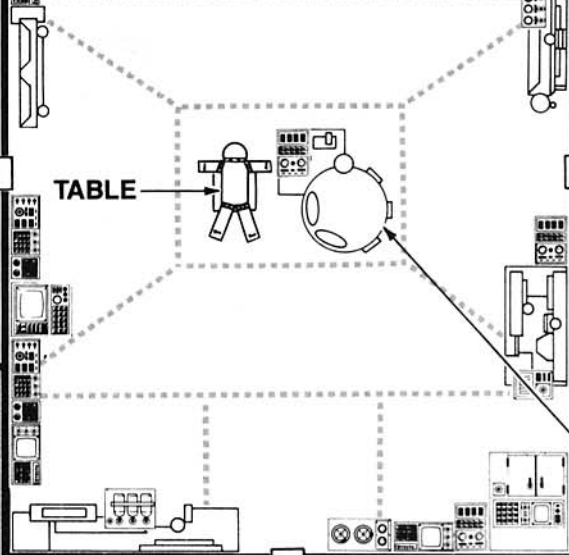
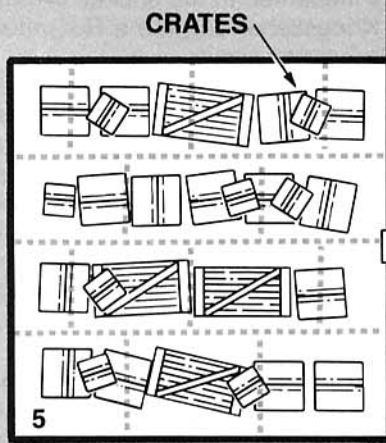
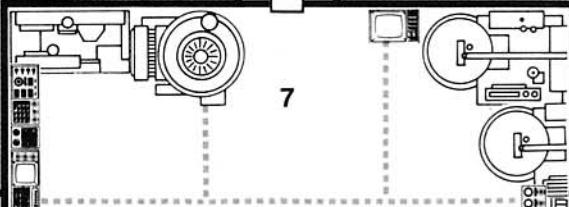
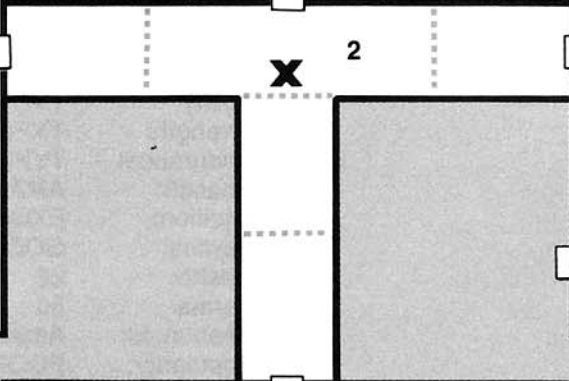
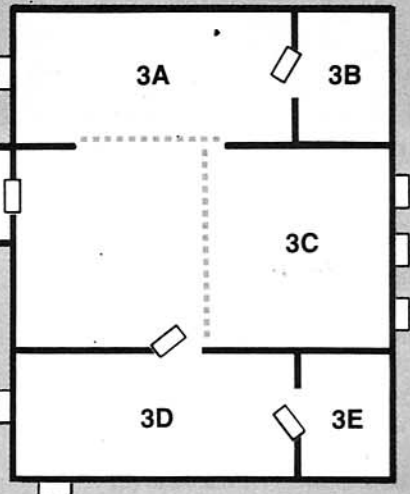
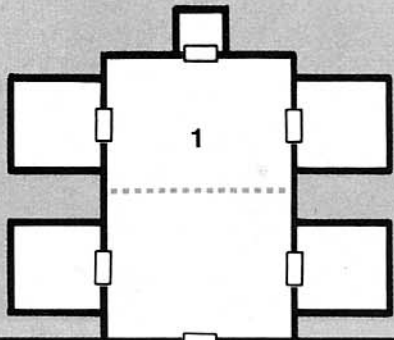
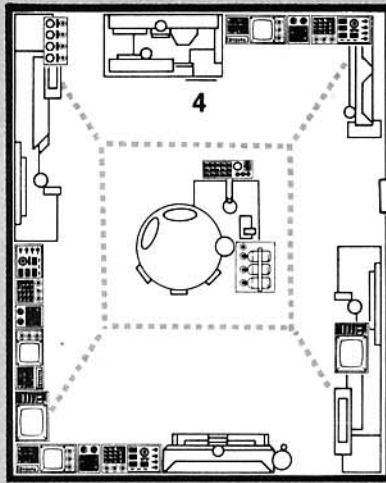
Optic Blast (Equipment): In the place of an eye he lost escaping the Nazis, Kriegslieber designed a weapon and had it surgically implanted in the socket. When he lifts his eye patch, Kriegslieber can fire a Remarkable (30) force blast up to 3 areas away.

Self-Destructor (Equipment): If a mechanism is fitted with a self-destruct mechanism (as many of Doom's robots are), this can override and activate the mechanism, causing the robot to explode. It can be used against one robot per round, within a 3 area range. To find a robot's specific frequency, the scientist must succeed at a green or better result on a Reason FEAT roll. If the roll is missed, nothing happens, but the wielder can try again on the following round.

Talents: He is skilled at Electronics, Engineering, Inventing, Piloting (aircraft), Robotics, and Mystic and Occult Lore.

In Brief: Wolfgang Kriegslieber fled Germany alone during World War II. In retaliation, his family was imprisoned by the Nazis. Skilled at robotics, Kriegslieber went to work for the Latverian monarchy for many years. Kriegslieber stayed on with Dr. Doom's rise to power after a promise to work only on peacekeeping devices. Recently, Kriegslieber was unwittingly approached by the Darkholders and converted to their cause. In exchange for Kriegslieber's genius, they promised to help him locate his family and to protect him from Doctor Doom's wrath.

SECRET LAB



MASTER MAP KEY

- Sliding Door
- Wooden Door
- Window
- Machinery
- Landing Platform
- Gun Turret

POWER TRANSFERENCE MACHINE