MARVEL™ SUPER HEROES

CAMPAIGN SET

Lands of DR. DOOM™



6906

MARVEL™ SUPER HEROES

CAMPAIGN SET



Domains of Doom

by Scott Davis with Steven Schend

MARVEL™ SUPER HEROES
CAMPAIGN SET

The Domains of Doom

by Scott Davis
with Steven E. Schend

Editor's Acknowledgements & Thanks

To Scott and Tony, for all the comments, questions, and above all, a job well done under the ever-present pressures of "Deadline Doom."

To Craig Anderson, Bonnie Berryman, Gloria Birulin, Tom Brevoort, Tom De Falco, Mark Gruenwald, John Lewandowski, Joe Sinnott, and the rest of the folks at Marvel Entertainment for all their assistance and criticism.

To Karen Boomgarden, Peggy Cooper, Jeff Grubb, Bruce Heard, Dennis Kauth, Rob King, Dave Sutherland, Stephanie Tabat, Jim Ward, and the rest of the TSR staff who either worked on the product or provided moral support towards its completion.

And finally,
To Stan Lee and Jack Kirby, for opening all our eyes to the man in the iron mask 30 years ago.



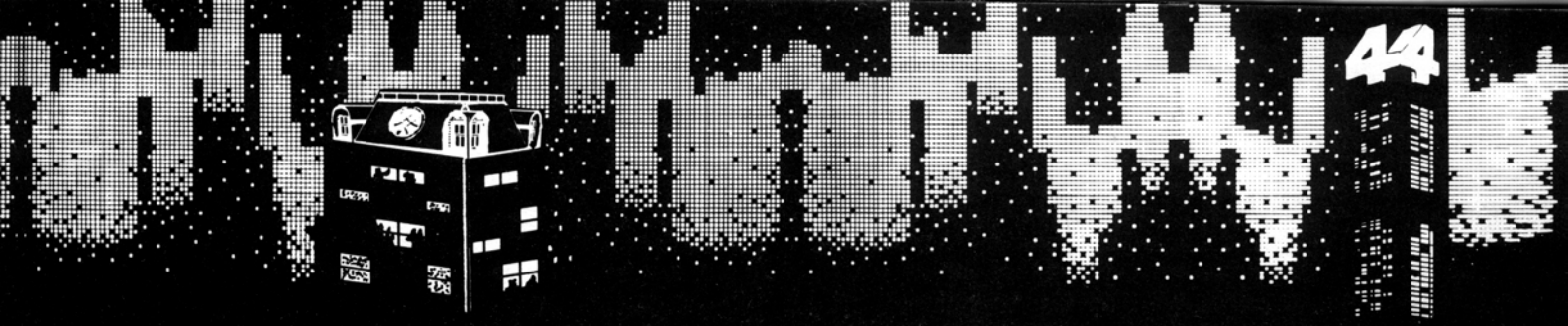


Table of Contents

Design: Scott Davis
Editing and Development: Steven E. Schend
Art Coordinator: Peggy Cooper
Cover Art: Joe Sinnott
Interior Art: Jerry Ordway (pencils), John Statema (inks), and the Marvel Bullpen (additional)
Graphics Coordinator: Stephanie Tabat
Cartographer: Dennis Kauth
Typography: Tracey Zamagne
Production: Paul Hanchette

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.

TSR Ltd.
120 Church End,
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

This book is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR, Inc. and Marvel Entertainment Group, Inc. Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.
The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental. MARVEL SUPER HEROES, MARVEL UNIVERSE, DR. DOOM and all Marvel characters and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc. and are used with permission.

©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

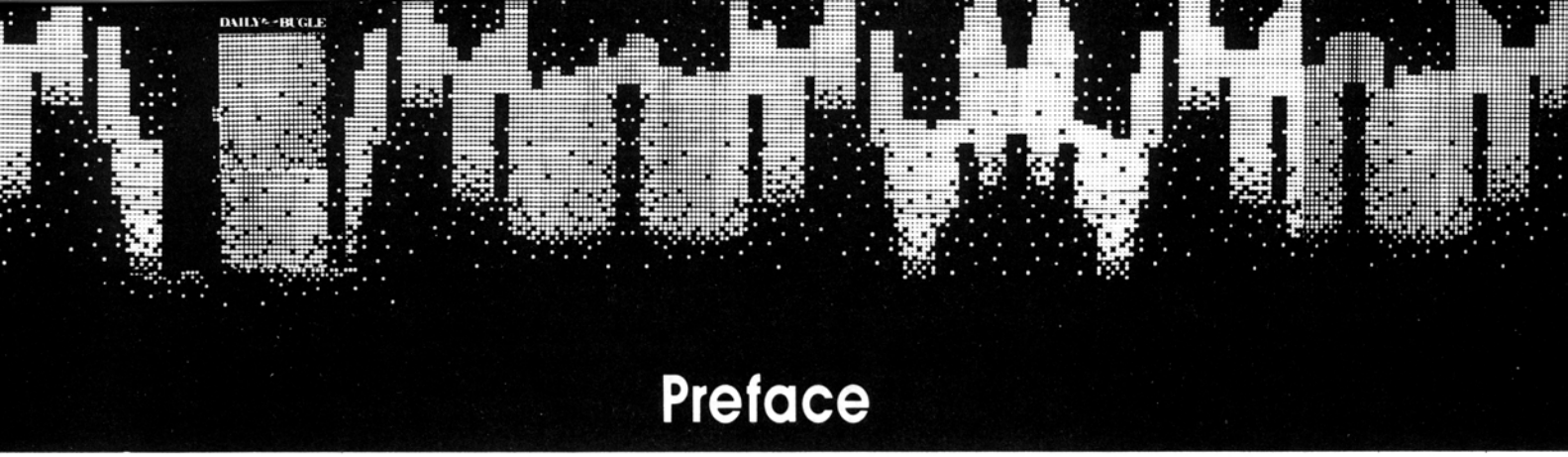
MICRONAUTS is a property of MEGO CORP. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc.

Copyright ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

ISBN 1-56076-404-X

Preface 3
Introduction 4
Chapter 1: The Region 5
Overview of the Lands 5
Gypsies of the Balkans 6
Valeria's Travel Tips 7
Van Dyne's Guide to Travel in Europe 9
Chapter 2: Latveria 11
History 11
Government 12
Locations of Interest 13
Citizens 14
NPCs of Latveria 17
Chapter 3: Dr. Doom 26
History of Doom 26
Doom: The Beginning 26
Doom: The Scholar 28
Doom: The Villain 29
Doom: The Master 53
Doom: The Exile 59
Doom: The Avenging Son 67
Psychology of Doctor Doom 69
Doctor Doom Game Statistics 71
Chapter 4: Symkaria 72
History 73
Government 73
Silver Sable International 74
Locations of Interest 75
Citizens 76
NPCs of Symkaria 78
Chapter 5: Transia 82
History 82
Government 83
Locations of Interest 83
Citizens 86
NPCs of Transia 86
Chapter 6: Bibliographies 93
Doctor Doom/Latveria Bibliography 93
Silver Sable/Symkaria Bibliography 95
Transia Bibliography 95
Doctor Doom Chronology 95



Preface

Preliminary Acknowledgments
I'd like to thank my wife, PJ, for all of her support and patience, not to mention her map drawing skill, throughout this project, Neil Wetzler and Tom Patrick for their valuable help in obtaining as many Doctor Doom appearances as they did for me, and to Steven Schend, who ably led me through the sometime twisted and shadowed paths into the *Domains of Doom*.

When I started this project, Dr. Doom was just another Marvel megalomaniac and master villain with an iron mask, albeit one of the oldest villains in the Marvel Universe. However, as time went on, and as the pile of Doom comics grew from one comic box to the next, a definite character began to emerge, one of an overwhelmingly proud man forever scarred by the unfair deaths of his mother and father at a young age. His thirst for revenge and desire to save his mother's soul drove him to the brink of madness. These two causes were the foci of his young life until one further incident solidified his role in the world of Marvel—his scarring at the imagined hands of Reed Richards. His path was set from then on as the Fantastic Four's greatest opponent.

Finding all of Doom's appearances presented a formidable task, since he's been around since 1962, and has menaced almost every major Marvel hero (and most of the minor ones as well!). I had invaluable help from the two comic shops I frequent, finding such rare, expensive, and essential comics as FANTASTIC FOUR Annual #2, the first published origin of Dr. Doom, to the cameos and unadvertised issues, such as POWER PACK #53. If I happened to miss some appearances, I apologize for the oversight. We have managed to collect the good doctor's significant appearances that have had major impacts on the Marvel Universe up through 1991, but there are always more stories hidden in the shadows (not to mention the hundreds of pages of comic books piled in my office).

In an unabashed plug for Marvel Comics, I'd suggest reading the *Triumph and Torment* Graphic Novel featuring Dr. Strange and Dr. Doom; in my humble opinion, this is one of the best Dr. Doom stories since the Lee and Kirby days. Buy it, borrow it, but definitely read it if you have an interest in Victor Von Doom. After many long, late hours of reading hundreds of comics for this project, it was a refreshing read and well produced overall. Doom's complex character was portrayed perfectly, and the culmination to the long-standing storyline about his mother was resolved with taste and unexpected tragedy.

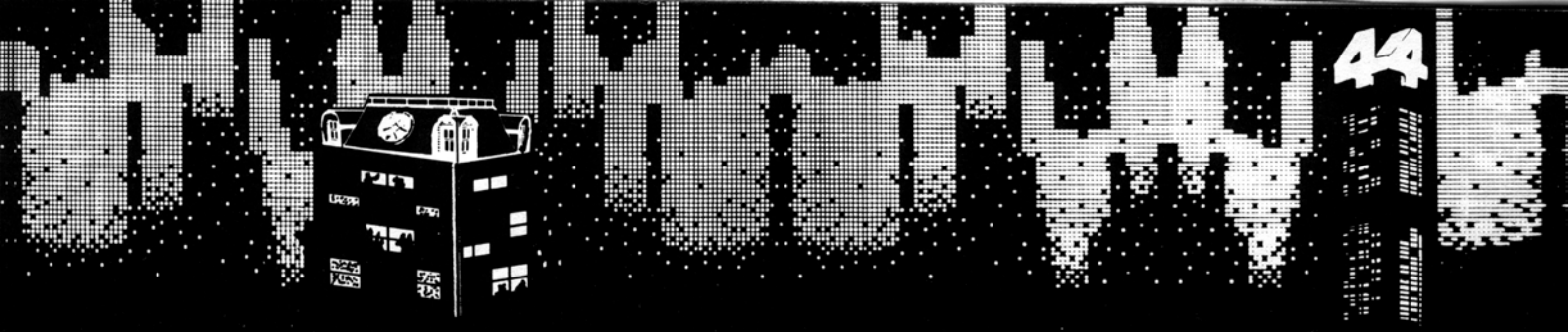
Other recommendations are the original, definitive Dr. Doom appearances in the FANTASTIC FOUR comic books by Lee and Kirby, still in reprints in the Marvel Masterworks series, and the first eight issues of ASTONISHING TALES, illustrated by late comics great, Wally Wood.

Another character that emerged as interesting as Dr. Doom was the mercenary Silver Sable. She and her Wild Pack have packed in a good amount of guest-starring roles in the past few years, dropping mysterious hints about the identity of her father and her homeland throughout their adventures with Spider-Man. Marvel Comics seems to agree that she and her allies have a wealth of stories waiting to be written, as she has a new series debuting in 1992. Look for it!

Remember that the *Lands of* DOCTOR DOOM™ Boxed Set can be a starting point for your own majestic adventures in the Marvel Universe. There is much unexplored territory in the lands of Latveria, Symkaria and Transia, just waiting for your characters to uncover! Hidden bases in the Balbic Mountain range, supernatural menaces in the wilds of Transia, and the scientific and magical might of Doctor Doom throughout his homeland of Latveria all await the heroes in your games! The villainous Dr. Doom (of course) as well as the Dreadknight, the High Evolutionary, and Chthon have planned for your arrival and have their nefarious traps just waiting for your characters. . . .

Do your heroes have the strength and intelligence to best these super powers on their own turf? Come to the *Domains of Doom* and find out for yourselves!

Scott Davis, January 1992



Introduction

So you would deign to know the secrets of Doom. Very well, it is good that you would read of the majesty and power of Doom; the rabble must always glean knowldege from their betters. Take care that you dare not to use the knowledge enclosed in these pages against our person. To do so would invoke the wrath of Doom, and such a thing should not be invited lightly. Learn well of Doom and his lands, for the world will soon fall before them.

Dr. Victor Von Doom

The *Domains of Doom* await you between these two covers. This is the atlas and sourcebook for the three small Balkan countries well known to reader of Marvel Comics: Latveria, Gem of the Balkans and the true Land of Doom; Transia, resting place of the Elder God Chthon and sometime-home to the High Evolutionary; and Symkaria, Latveria's neighbor and home to Silver Sable International.

This book is designed for two uses. For any current MARVEL SUPER HEROES™ game campaigns, it provides a much needed look at European locations and more technical information than has ever been published in one Marvel product! The *Lands of DR. DOOM*™ Campaign set can also be used as a comic book reference text, providing a full chronological synopsis of Dr. Doom's 30 year history and more! We've provided an extensive bibliography of Doctor Doom's and Silver Sable's appearances, as well as providing a listing of comics with information on Transia and its troubled natives.

In thirty years, the Master of Latveria has travelled far across the globe and beneath the seas, even conquering the eddies and currents of the time stream in his quests for knowledge and power. And yet, in all that time, there has never been a definitive source that detailed all the enigmas and mysteries that surrounded Victor Von Doom like a shadowy cloak. Well, now the history of Doctor Doom is revealed, and it is littered with many dangerous foes and even a few rare friends, advanced technology, and a staggering amount of bases and locations from which Doom has struggled to gain power for himself.

If you think you know everything there is to know about Dr. Doom and his life, think again! He has gained power and knowledge from some of the greatest sorcerers in history to free his mother from the clutches of Mephisto. He has drifted for days, alone and isolated, in deep space with no hope of rescue. He has, at separate times, wielded the phenomenal powers of the Beyonder and the Silver Surfer, only to lose them again. He has ruled the entire world twice, yet given up his conquest for lack of challenge.

Now, you'll be able to place the scheming Doctor in your own game campaign, the ultimate foe for your players' heroes. In his lifetime, he has battled almost everyone in the Marvel Universe, from Spider-Man to the Avengers, from the X-Men to his most hated foes, Reed Richards and the Fantastic Four. Nothing deters him from his goal of world subservience, especially not a group of upstart heroes he has never met before!

The three Balkan countries, while geographically small, have ties to a surprising amount of characters in the Marvel Universe. Quicksilver and the Scarlet Witch were born in Transia, as were Jessica Drew and Phillip Masters, better known as the original Spider-Woman and the Puppet Master. The High Evolutionary made Transia's Mount Wundagore his home for years before becoming known to the heroes of the world. Other major characters in this book include the beautiful leader of the Wild Pack, Silver Sable, whose Silver Sable International mercenary business is the major source of income for her home country of Symkaria. Latveria, as well as spawning one of the most powerful men the world has ever known, also birthed Darkoth the Death Demon, the Doomsman, and the Dreadknight.

The Domains of Doom grants the reader a passport into the oft-mentioned but rarely detailed Balkan lands of Europe. Its chapters detail each of the countries individually, provide game notes on important natives of the countries, and list full bibliographies of comic book source materials used for the boxed set. Enjoy your excursion into the realms of Doom and his neighbors, but be careful—the idyllic Balkan countryside hides more dangers than are found in America's superhero infested cities . . .



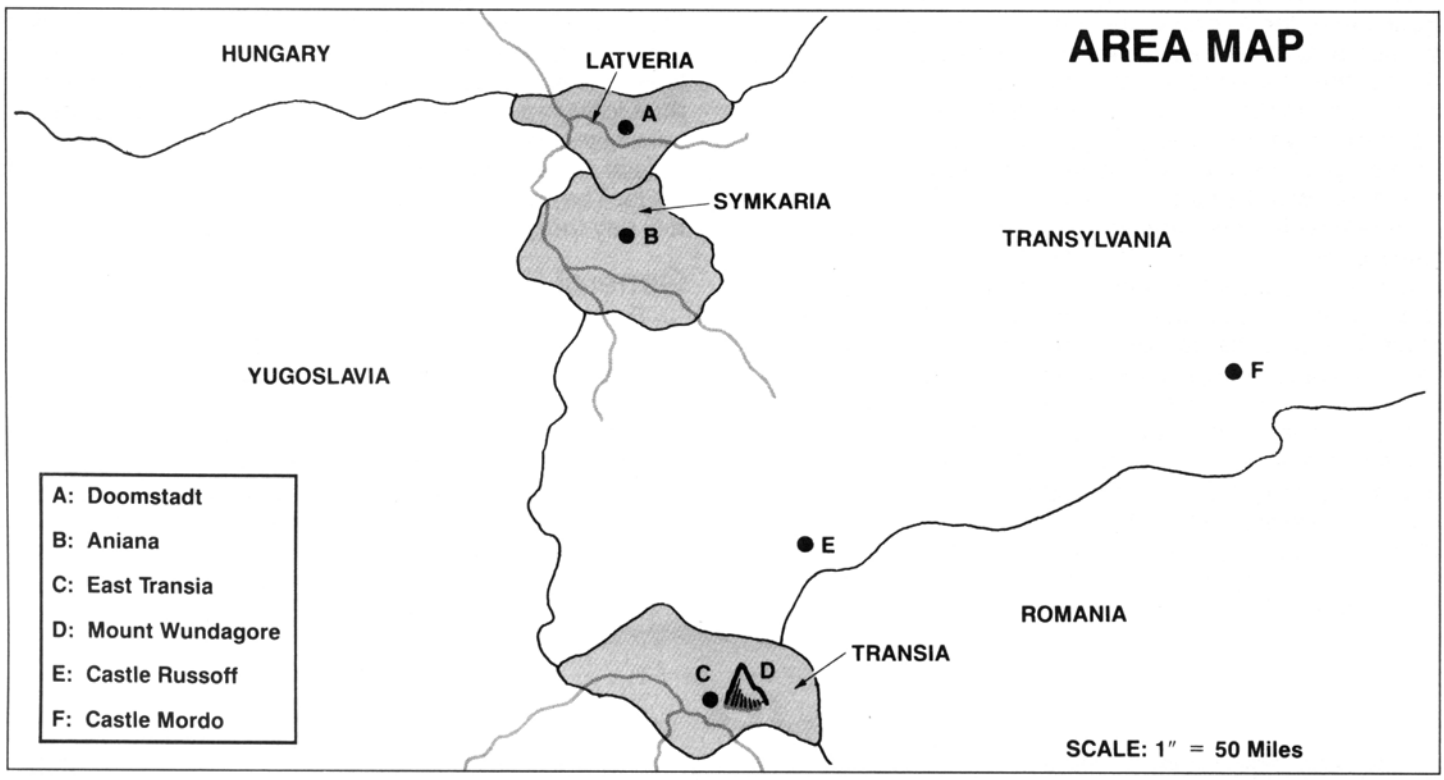
Chapter 1: The Region

Overview of the Lands

The "Lands of DOCTOR DOOM™" is a generic title for Marvel's most famous "postage stamp" countries of Europe. They consist primarily of the three Balkan states of Latveria, Transia, and Symkaria. This area of the world is filled with superstition and legends of mythic proportions, and deservedly so. Many of the people in these lands share the same cultural bases, and the tales of werewolves, vampires, and nocturnal fiends roaming the hills are prevalent in the region. Abutting all three Balkan states covered herein is the country of Transylvania, with the castles of Count Dracula and the lycanthropic Count Russoff still in place. Baron Karl Mordo, a foe of Dr. Strange, calls Transylvania his homeland and has his castle fortress near the border of Transia. Latveria also borders on Hungary and it, along with Symkaria and Transia, shares a western border with Yugoslavia.

The political and social turmoil of recent years in the region has hardly been noticed in Transia, Latveria, or Symkaria, though each country has had its share of internal problems. Their isolationist policies indirectly aid them in insulating their peoples from the chaotic changes in modern Europe. Symkaria has become more wary in its dealings with other countries since the assassination of the king's fiancee, which signalled a rift in Symkarian and American relations. Despite that wariness, Symkaria's tourist policies and limited trade with the West makes it the most progressive of the countries of note.

Each country has detailed information on its people, history, and politics in its own chapter further along in this book. Unlike the United States and many European nations, these countries have very few major cities, their larger settlements barely equivalent to a small U.S. town. Transia and Latveria, and Symkaria in a smaller sense, have maintained the charming old-style architecture indigenous to the region, with only slight modifications for more modern technologies. Symkaria has a few small towns and resorts that maintain the quaint early European village look, as does a limited section of the capitol city Aniana, for the purposes of promoting tourism from the West.





Their economies are primarily agrarian, especially Latveria, and tend to be internally sufficient to support their own peoples. However, both Latveria and Symkaria supplement their treasuries by respectively exporting Doom's technology or Silver Sable's mercenary services. The money gained from such practices generally goes toward the governments to cover the costs normally drawn from the peoples' pockets. Transia receives small amounts of tourism due to its Old World European society, but does not draw nor does it welcome the large amounts of tourists that flock to Symkaria. Symkaria's tourist trade is small compared to the rest of Europe, but it does attract many young people the world over for its ski resort, its mountains offering the best skiing outside of the Alps.

For more detailed information on each of the countries, refer to their chapters further in the *Domains of Doom*.

Gypsies of the Balkans

No one knows for sure from where the gypsy tribes originated. Some say from the deserts of ancient Egypt, where the word Gypsy is derived. Others insist on Pakistan or India for the original birthplace of the European Gypsies. However, the Gypsies care not where they came or where they are going, only upon what is happening to them now. The Balkan Gypsies are no different, save that their persecution and harsh treatment by the Baron Draasen of Latveria inadvertantly produced one of the world's most powerful men, Victor Von Doom.

Wherever they originated, the Gypsies now make all of Europe their home. The Gypsies of the Balkan states roam from country to country, basically shunned and avoided by all citizens, except in Latveria. Because of Doom's origins, he has issued an official decree granting the Gypsies amnesty, giving them free reign to settle on any public land for as long as necessary.

It is because of this decree that this particular band of Gypsies stays in the general area of Latveria and Transia. In Latveria, they are even given special permission to come and go as they want. Most citizens are restricted from leaving the country, but the Gypsy tribes are allowed free passage over the Latverian border if they present the royal decree given to them from Doom.

In the other countries of Europe, the Gypsies are not trusted due to their stereotypical thievery and uncleanliness and feared for their mastery of minor magic. In most cases, these claims are founded in truth, for the Gypsies make their way in life through sleight-of-hand tricks, tricking the townsfolk, and stealing what they can.

Typically, they deal fairly with a new community for the first few encounters, using real money and trading items equally. Once they decide to leave an area, however, the last purchases they make are with counterfeit money and bartered objects that are just junk concealed by minor magic spells or carefully constructed mechanisms. Either way, the object falls apart only hours after the Gypsies depart. Victor Von Doom was a master at this type of crime, and was well-known for it throughout Europe in his teenage years. He used magic to make a lump of mud appear as a gold statue and sold a potion that cured a man's headache but made all his hair fall out. These are more extreme examples of the Gypsies' handiwork in the Marvel Universe.

The arrival of a band of Gypsies, while not always something to look forward to, is not always a hated event either. They often have talents for healing that nobles of the area like to put to use. Each group of Gypsies has at least one healer among them and, if the group is larger than forty or so members, the healer usually has some minor magics to augment his natural skills. Another reason to welcome the Gypsies is for their skill with a forge. They are very adept at blacksmithing and many folk pay them adequately for this service.

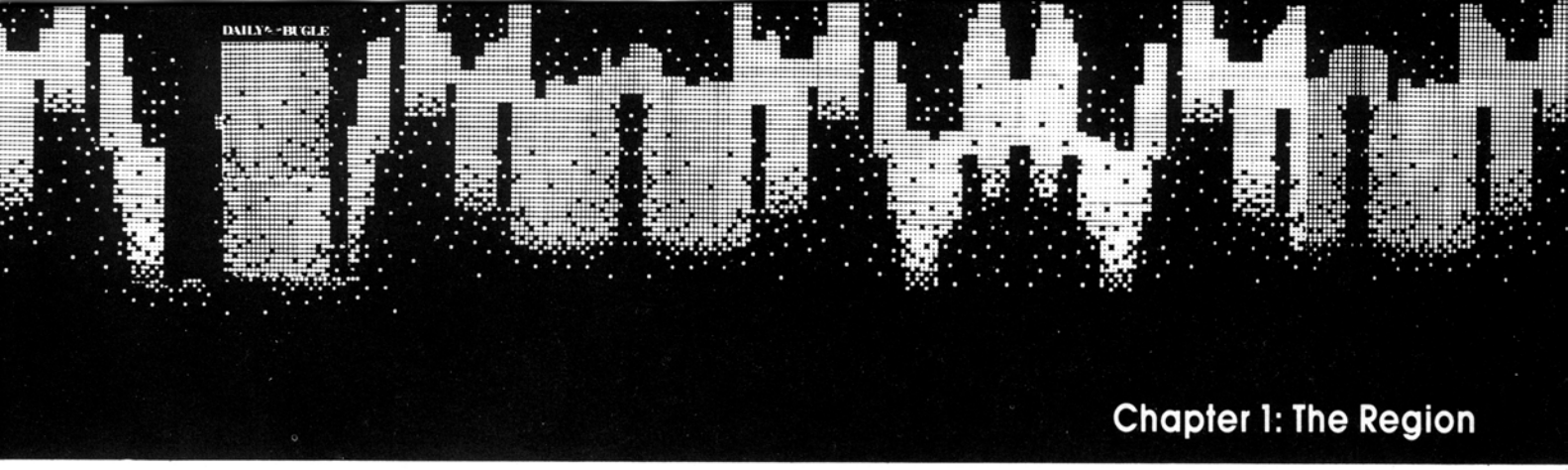
General Gypsy Stats

F	A	S	E	R	I	P
TY	GD	TY	GD	TY	TY	TY

Health: 32 **Karma:** 18

Role-Playing Notes

Gypsies live for the day at hand, reveling during the good times and enduring hardships when necessary. They are boisterous, exuberant people, singing about anything from a beautiful sunset to the tempestuous storm. Because of centuries of persecution, Gypsies are initially wary of outsiders, but will warm up to friendly people.





Typical Gypsy Healer

F	A	S	E	R	I	P
PR	TY	PR	GD	GD	GD	GD

Health: 24 **Karma:** 30

Powers/Talents

Minor Magic: Gypsy healers are generally capable of Typical rank healing, granting a patient 6 Health points per spell to augment the natural healing processes. Under a healer's care, characters can heal an additional 6 points per hour in addition to their normal Endurance rank healing.

Botany: Gypsy healers have Good knowledge of herbs and plants and their medicinal properties.

Role-Playing Notes

Gypsy healers are generally gentle and compassionate men and women with a knowledge of magic that is used to supplement their natural healing skills. They perform their duties within the tribes gladly, but for outsiders, they usually exact a fee for their services. The fee is usually food or other practical items, but if the injured person or his companions are especially irritating, the healer can and will demand some sort of large monetary payment.

Valeria's Travel Tips

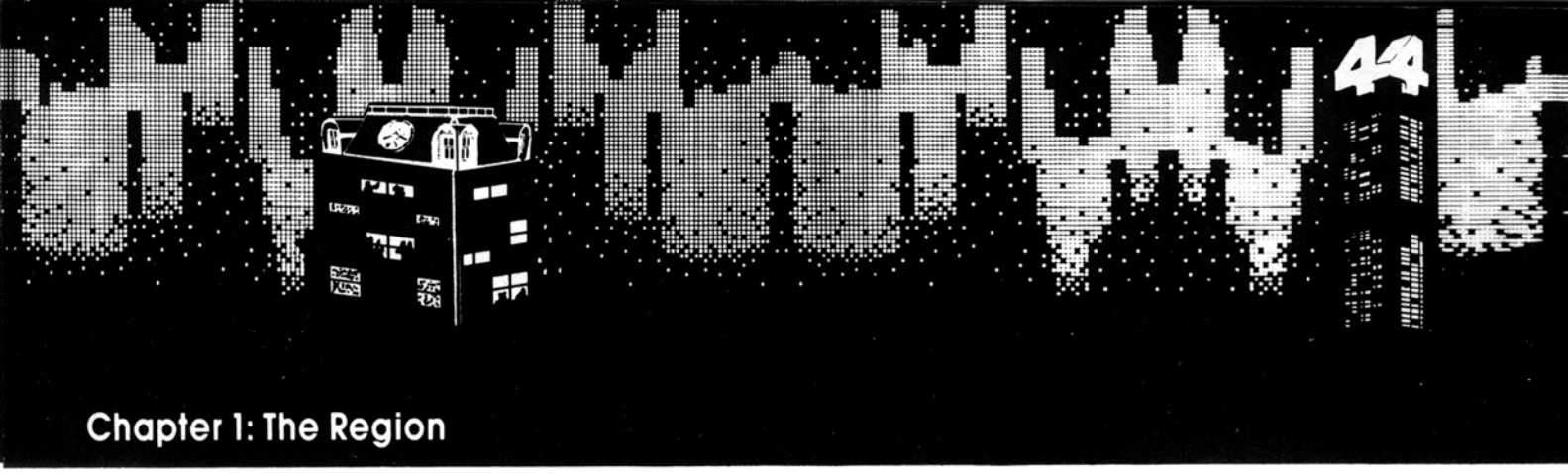
As a youngster, my grandfather and I travelled extensively with our troupe throughout eastern Europe, but we always seemed to return to the Balkan countries of Latveria, Transia and, to a lesser extent, Symkaria. They have welcomed us, if not with open arms, then at least not with open hostility. My grandfather has become more sedate and settled in his older years, staying with Victor to provide him with both friendship and stability in his all but stable life. I've continued to roam the countryside with my Gypsy brothers and sisters, and this is how I found the current atmosphere and feelings in each country in the region.

Latveria

Ah, beloved Latveria, our safe haven. Ever since Victor came to rule, the land has been open to Gypsies by royal decree. Before that however, I've heard tales of the terrible Baron of Latveria, who terrorized our own tribe. Thankfully, Victor now rules the land.

Of all people in Latveria, only the Gypsies are allowed free access to the borders, secure in the fact that we'll return. The rolling hills and quiet forests that call us back remind me of my youth, a time of innocence and dreams. My innocence has long since been lost, but the countryside of Latveria remains the same, almost entirely unspoiled by the curse of modern technology. The air remains fresh and the rivers are unpolluted. Victor has seen to that.

Victor has also seen many of the villages across Latveria renamed after him, all done in deference to the Master of the land. We Gypsies do not worry about what a place is named. Does a name change provide more food for us to eat or more shelters for us to live in? Words are not as important to us as living people.



Chapter 1: The Region

The Latverian people have a great love of their monarch and a great love of life. For small bits of smithing or a day's work, they are willing to share a meal with us. They are generally a trusting sort, and their hospitality knows few boundaries. Take care, however; they are quick to trust, but if the trust is broken, they become enemies for life.

Recently, we have avoided the main city of Latveria because credible rumors have reached us that a more ruthless side of Victor has emerged of late. His frustrations against the outside world are being vented upon his people. I expected the passing years to mature the headstrong man I had known as Victor Von Doom. It seems that assumption was incorrect and reinforces my decision to stay away from my former love.

Symkaria

Symkaria has the most internationally accepted government of the three countries. Consequently, my people are less accepted here than in the other Balkan states. We're not reviled and hunted down; we simply have to keep a lower profile to keep the central government content that we aren't ruining their economy.

King Stefan has, in the past, been generally sympathetic to us but a highly-placed government agency, headed by that cold fish, Silver Sable, hounds us at every opportunity. They believe that we don't work for what we have and persecute us for it. When this starts happening, we clear out of Symkaria, having no desire to face either the soldiers or Sable's mercenaries.

However, since the death of his fiancee, King Stefan has started cracking down on crime within the country, which, unfortunately, includes some less-than-honest Gypsies. We must be careful where we tread these days and be sure not to upset the Symkarian officials at the present time.

Tourists and business people should have no problems visiting the country. It is the most modern of all three countries, with current luxuries such as television and wireless telephones. Aniana is the most modern city in the country and I've been told that this is the closest I'll ever get to seeing the United States. Symkaria's summers are pleasant and the winters are hard, conditions with which my people are more than familiar.

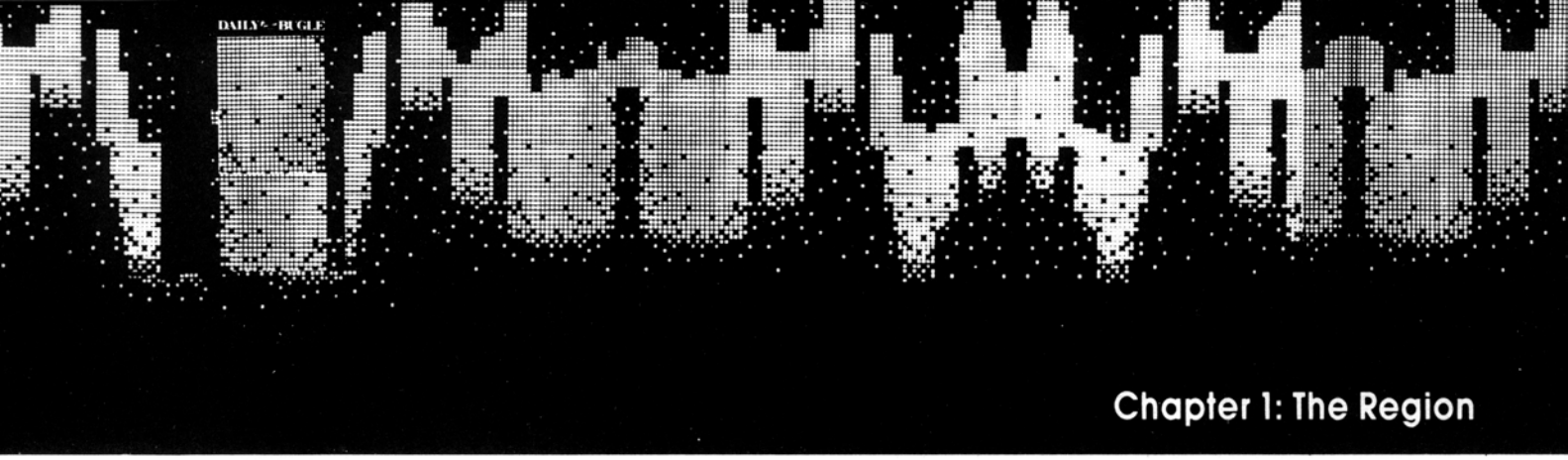
Transia

Transia is a forbidding country, shunned by most travellers because of mysterious legends and stories surrounding Wundagore Mountain. Even the usual thrill-seeking tourist usually looks elsewhere for his challenges. Wundagore dominates most of the country, the legendary mountain always looming in the distance.

The Gypsies spend time in Transia because we are tolerated and because people trying to find us encounter two problems; the people of Transia don't say much to outsiders and are always loath to venture anywhere near Wundagore. Even we do not camp on the mountain if it can possibly be avoided.

We learned our lesson when, years ago, an angry mob chased us out of East Transia, thinking we had a part in some mysterious fires in the area. Outpacing the mob and fleeing toward the safety of the forests, we were forced to spend a night on the lower side of the mountain. Strange things happened to us. Werner Von Doom, our healer, fell ill and couldn't be awakened for days. Cooking fires in our camp flared for no apparent reason. The pack animals refused to move any further up the mountain and many of our more accomplished mystics fell ill. A few children disappeared for a number of hours, but returned safely to camp with ridiculous stories about a cow-woman who fed them cookies. Finally, after a long and terrifying night, we were able to escape our pursuers without detection, but we've never approached the mountain again.

We should have listened to the villagers in East Transia, at the base of Wundagore Mountain. Their legends tell of many nights where strange lights would surround the peak of the mountain and there are rumors of armored knights on flying steeds defending the mountain from all who dare get close. The villagers speak of a night in more recent times when the entire mountain exploded and a gleaming shard of silver shot out into the darkness of the sky. Before that, the mountain had a reputation of being haunted, but now, no one in command of their senses goes beyond the outskirts of the village toward the cursed mountain.



Van Dyne's Guide to Travel In Europe - Excerpts

Latveria

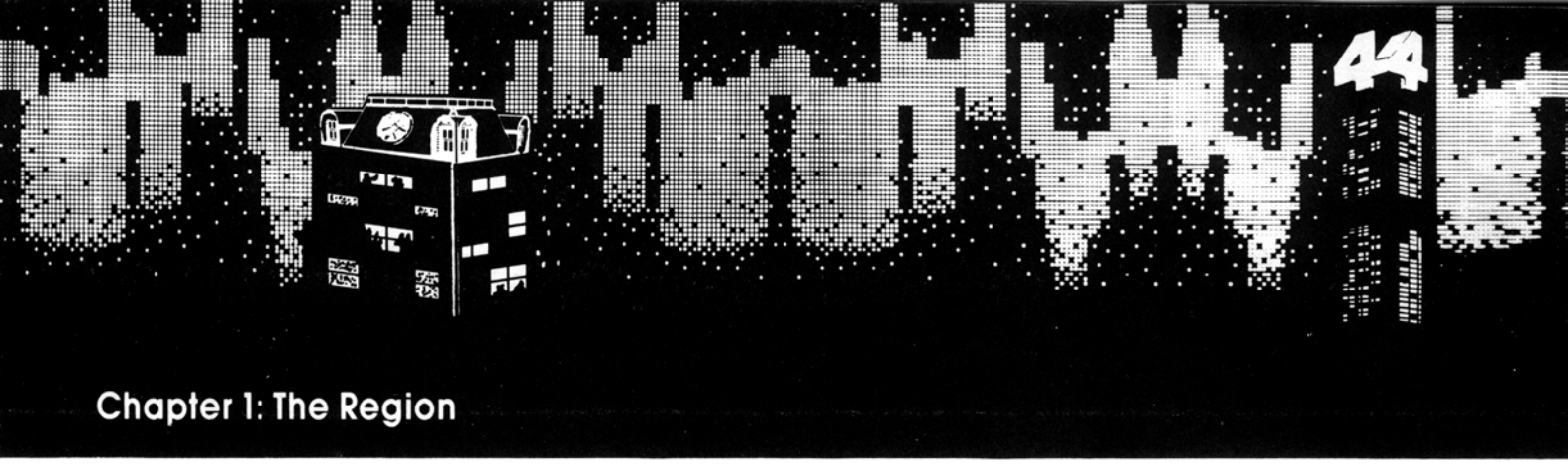
Population: 500,000 (This is an approximation since the government of Latveria hasn't allowed an outside census to estimate the population in over 20 years.)
Type of Government: Dictatorship (Doom prefers to label this "an enforced monarchy.")
Languages: German, Hungarian, Latverian (local dialect, derivative of Hungarian), Romany
Ethnic Groups: Mixed European Stock, Gypsy
Major Business Centers: None
Currency: Latverian Franc
Public Holidays: Doom's Day, Christmas, New Year (Note that Doom's Day is an eclectic holiday, celebrated whenever Doom declares it. The people seem to enjoy these impromptu holidays, but then again, Doom commands them to be so.)

Traveller's Info

Entry Requirement: An up-to-date passport is required, as well as an invitation from Doom if one is visiting Doomstadt. Many governments require that you register with them if you are planning to visit Latveria. Check with local authorities before finalizing travel arrangements.
Working Requirements: Royal work permits are required for all foreigners seeking employment in Latveria. These permits are seldom given and the potential employee is urged by many to look elsewhere for safe employment. Those who apply and are accepted are rarely allowed to resign their positions later.
Vaccinations Required: None
Health Tips: Drinking water is clean and safe. Bring your own first aid kit as most of the public facilities in Latveria are below current technological and medicinal standards. Obey *all* the posted signs throughout the country for your own safety, as ignorance of Latveria's travel restrictions is an excuse not programmed to work on Doctor Doom's robot guards.



Weather & Clothing: Due to its high elevations and mountains, Latveria has cold winters and mild summers. Always have an overcoat and hat with you in the spring and fall, for weather is subject to change suddenly and without warning.
Tipping: Service fees have been worked into all prices.
Airports: The only airport for the country, Doomsport lies on the southern outskirts of Doomstadt. It only maintains two runways with a skeleton crew on hand, so flights into and out of Doomsport are quite limited.
What To See: Latveria has some beautiful natural wonders to visit as well as ancient ruined castles that tourists are allowed to visit under strict guard. No cameras are allowed except when the government sets up an all-too-infrequent goodwill tour—guests are shown the city of Doomstadt in full celebration and are allowed limited tours of surrounding farms and Castle Doom for photo opportunities.



If you are lucky to have a human guide, not one of Doom's robot tour guides, he may be able to tell you some of the more interesting tales about the country in addition to the basic history. Be sure to visit Doom Falls in the northwest area of the country, the largest and highest waterfall in the region; even the robots are programmed to tell the legendary history of the now serene natural wonder.

Symkaria

Population: 1,500,000
Type of Government: Parliamentary
Languages: Symkarian, Hungarian; most of the professional community either has a rudimentary understanding of or is fluent in English.
Ethnic Groups: Mixed European, Gypsy
Major Business Centers: Aniana
Currency: Symkarian Franc
Public Holidays: Chanukkah, Christmas, New Year, Easter Week

Traveller's Info

Entry Requirement: A passport is required for entry into Symkaria.
Working Requirements: Working Visas are freely granted for employment in Symkaria. Especially common are temporary visas granted to mercenaries hired by Silver Sable International.
Vaccinations Required: None
Health Tips: The drinking water is safe and the local medical facilities have modern technology and expertise to treat nearly all ailments.
Weather & Clothing: Winters are cold and harsh, the summers are mild. Bring a spare heavy coat for both the spring and fall seasons.
Tipping: Restaurants, hotels and cabs already include a service charge. The standard tip is 10% for small services rendered.
Airports: Tropolus airport is situated in the eastern sector of the capital city of Aniana. Tropolus services all major airlines across the globe.
What To See: Symkaria offers 2 major tourist attractions. The first is the downtown district of Aniana. This area has many trendy night clubs and restaurants sure to please even the most traveled tourist. The second is the ski resort of Balbic International Heights. Situated on Mt. Balba, some of the best year-round skiing in Europe takes place there. From the gentlest of slopes to trail-breaking powder routes only accessible by helicopter, this resort offers everything a skier would ever want in a vacation ski getaway.

Transia

Population: 20,000
Type of Government: Constitutional
Languages: German, Hungarian, Symkarian (local dialect derivative of Romanian)
Ethnic Groups: Germanic
Major Business Centers: None
Currency: Trans (local coin equal to the Belgian Franc)
Public Holidays: Christmas, New Year, Easter Week

Traveller's Info

Entry Requirement: All that is needed for entry is a valid passport.
Working Requirements: Working Visas are only granted for a period of 1 month, after which they are not renewable.
Vaccinations Required: None
Health Tips: Bring water purification kits and your own medical supplies.
Weather & Clothing: Suitable clothing depends upon the season. Summers are sunny and pleasant, but winters tend to get very cold. Both autumn and spring are mild.
Tipping: Approximately 10% for all services rendered is adequate.
Airports: No major airports are present in Transia. There is a small landing strip for small air taxis from Symkaria's Tropulous Airport or Doomsport; this is also used by small VTOL craft such as the Avengers' quinjets or the Fantastic Four's Pogo Plane, both teams having visited this country.
What To See: Mountain climbers may be interested in scaling Wundagore Mountain, but the government strongly advises against such activity.



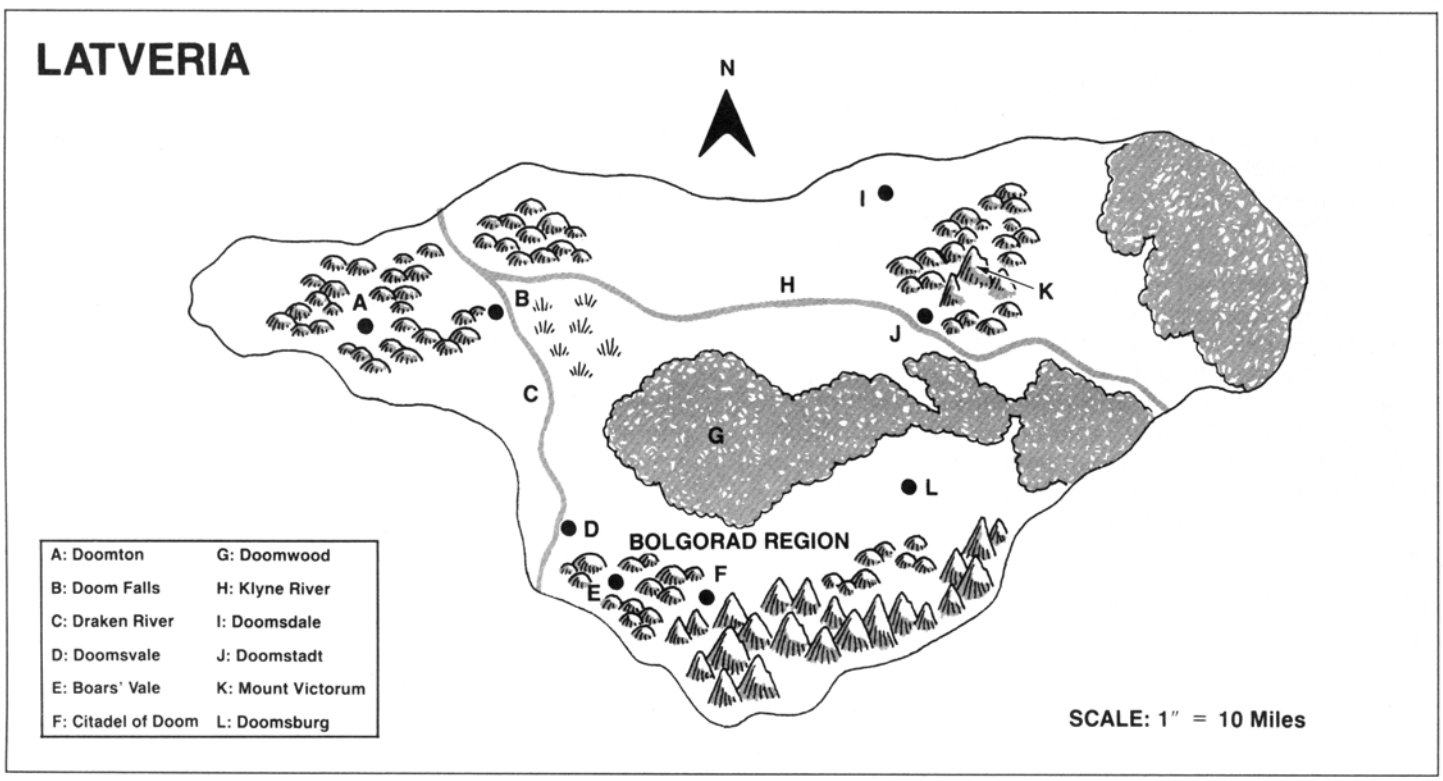
Chapter 2: Latveria

Latveria, known primarily as the homeland of Dr. Victor Von Doom, is a seemingly-backward country of insignificant size nestled among the greater nations of Hungary, Yugoslavia, and Transylvania. Despite their ruler's exceptional technological prowess, the natives have access to a relatively low level of technology in everyday life, equivalent to early 20th century America. This does not hamper the country's richness and productivity—Latveria is totally self-sufficient both agriculturally and technologically, and crime and unemployment are virtually nonexistent. Regardless of Doom's megalomania and infamy in the rest of the world, it cannot be argued that his people seem happy, their quality of life is high—albeit archaic and behind the times—and Latveria is one of the most financially and politically stable countries worldwide.

History

Latveria has traditionally been an agricultural society ruled by a king from the royal bloodline of Haasen and based in the castle at Haasenstadt. That 600 year old dynasty has been interrupted only once in Latverian history, by a Gypsy's ascension to the royal throne in the 20th century.

The first member of the Haasen dynasty emigrated from the north during the late 14th century with a small band of fighting men, composed primarily of his kinfolk, and wrested control of a small patch of land, now known as the capital city of Doomstadt, from local land barons of Transylvania. After consolidating power for a few years, the Haasen regime recruited an army from the oppressed laborers fleeing western Transylvania. With this large army at their backs, Rudolfo and Karl Haasen conquered their foes and carved out a territory of their own to rule, named "Latveria" in deference to their original Latvian homeland. Rudolfo I took the throne as





King, his younger brother Karl being named the Baron of the southern Bolgorad region. These territories claimed by the Haasen dynasty have, with little or no border changes, comprised Latveria since it was established.

Internal problems emerged after Baron Karl Haasen III died without a direct heir in 1447, leaving his lands and title to his shiftless and arrogant nephew Vlad Draasen. This later opened a rift between the Baronies and the Crown of Latveria, the Draasens annexing more and more titled land during the rule of a weak king and granting those lands to their powerful allies, naming them Counts and Seneschals without a royal decree. Numerous civil wars resulted, though the people always set aside internal difficulties to defend their external borders from the Hungarians and the Turks. The wars waged for over 90 years, but were brought to an end by the Bolgorad Treaties of 1544. The Treaties firmly reestablished the rule of the Haasen dynasty, but maintained a number of the new baronies and counties, including new lands for the Draasen family.

King Rudolfo I and his family lived in a large, opulent manor house for six generations in the hills west of the fledging settlement of Haasenstadt until the 16th century. In 1588, the Latverian nobleman Count Sabbat aided King Stefan I in financing a huge 110 room castle to be built overlooking the now-capitol city of Haasenstadt; the castle was finished quickly and the Haasen dynasty entered its halls in 1590. A second castle was built by order of the king (completed in 1593) and given to King Stefan's cousins, the house of Draasen.

While many small Balkan states banded together to form larger countries, the borders of Latveria changed little over the years. The successive kings made highly beneficial treaties with all of their neighbors, preserving their national identity while other similar countries were annexed by larger, more powerful countries.

Since the 17th Century, Latveria has been a relatively peaceful land of strong, vibrant people who love their homeland and only wish to live in peace in their idyllic country. The country's isolationist policies began in the late 18th Century in response to broken treaties and fouled trading policies with surrounding nations; Latveria quickly became a self-sufficient and calm country, remaining that way until the middle of the 20th Century.

Exorbitant spending by King Vladimir Haasen and his two royal predecessors over the course of 50 years had driven the little country to economic ruins, paving the way for an armored viper to work its way into power. These last three rulers had opened trade with the West, attempting to modernize their technology and regain their economic stability. The Crown Prince Rudolfo VI openly urged the pursuit of technological studies at Werner Academy, and welcomed an armored stranger with open arms into the Latverian court. Victor Von Doom came to them promising the advanced technology to bring Latveria to the heights of a world power. Latveria is now one of the most powerful countries in the world militarily due to Doom's technology, and this change only cost the Haasens their throne.

For more information on the ascension of Doom to the throne, see Doom's personal history in Chapter 3.

Government

Latveria's government is officially described as an "enforced monarchy;" Doom's rule is, in fact, a constitutional dictatorship. He commands the utter loyalty and love of his people, something few rulers can claim. Both Reed Richards and Benjamin Grimm express doubts about the sincerity of the people's loyalty to Doom, having supported a successful coup against the armored despot in recent years. Nevertheless, both members of the Fantastic Four concede that Latveria has never fared better than while Victor Von Doom has sat on its throne.

Dr. Doom, whevenever he isn't involved in plots of world conquest or revenge against the hated Reed Richards and his family, directly governs his people by personally receiving them in the throne room of Castle Doom. In a former historian's words, "he rules quickly. For the most part he is fair . . . always he is final." His speed in dealing with these matters twice a week, the schedule facilitated by his robot doubles, also reinforces the people's belief in and adherence to Doom's "laws"—veiled threats of unspeakable punishment for the wrong-doer which are enough to deter any from disrupting the peace and tranquility of the tiny country.

In his dealings with the world on Latveria's behalf, Doom involves himself in relatively few clandestine or open dealings with other countries for his vaunted technology or other resources. Much of his international relations work is handled through Latveria's sole embassy in New York City, carefully orchestrated by Ambassador Gorzenko. The staff handles standard ambassadorial works and a management team keeps news of the Master's excesses and forays against the superhuman community minimized in the world media. This team also functions as an impromptu tourism bureau for Latveria, advising Doom to open the country's borders for extensive tourism (and thus, good public relations) when world opinion sours against him.

Locations of Interest

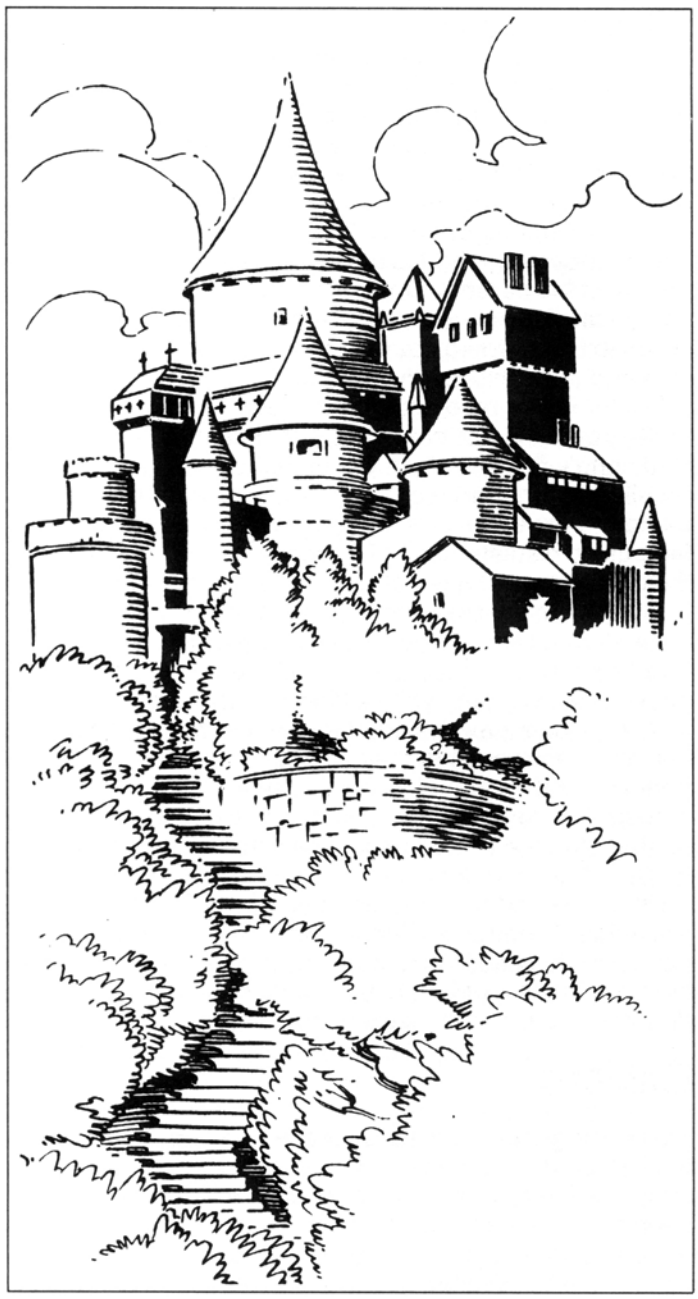
Castle Doom

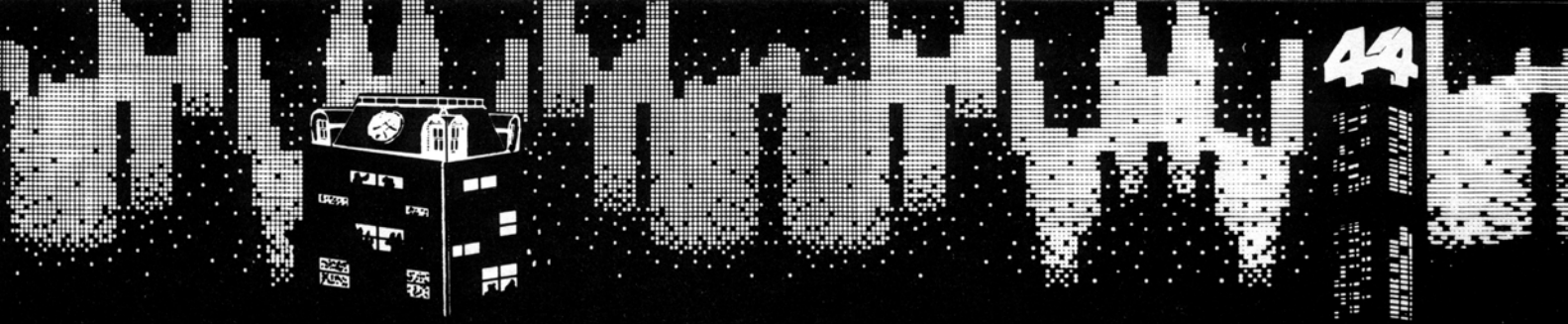
Doctor Doom makes his home in Castle Doom, a huge 110 room castle built in the 16th Century by the Latverian nobleman Count Sabbat. The castle overlooks the Latverian capital of Doomstadt (formerly Haasenstadt). Taking occupancy soon after usurping the throne from King Vladimir, Doom has dwelled in the castle ever since, except for brief periods when the throne was usurped by Prince Zorba and Kristoff.

The castle was rebuilt after Doom destroyed the original to quell a rebellion led by the exiled Prince Rudolpho. The general outer structure remained the same, but current technology was integrated into the castle's structure in accordance to Doom's specifications.

Among its many rooms, the castle contains Doom's living quarters, his many laboratories, his art museum, his robot factory, and the dungeons. Castle Doom has a permanent staff of 350 to oversee the castle's upkeep and Doom's personal needs. Only 50 staff members are human, the rest being robots. Most of the humans are in the research department, as Doom prefers to be surrounded by his mechanical creations most of the time.

Further details on Castle Doom are shown on the Castle Doom color map included within the *Lands of Dr. Doom* Boxed Set.





Citadel of Doom

The castle that became the Citadel of Doom has existed in Latveria since the 16th century as part of the Draasen demesne. The castle was built in the Bolgorad region of southeastern Latveria, given by the king to his cousins, the house of Draasen, for recognition of that family's devotion to the throne.

After taking the throne of Latveria, Doom conquered and destroyed the house of Draasen for their part in the deaths of his parents. Doom abandoned the castle to rot and decay, issuing a royal decree that no one was to visit or inhabit the cursed place, a fitting fate for the people who had taken his family from him.

Doctor Doom reconsidered this decision after he had to destroy Castle Doom in order to defeat Prince Rudolpho's first rebellion. While that castle was being rebuilt, the armored monarch stayed on the Riviera; he found the experience of mingling with the rich and famous so distasteful and beneath him that he ordered the old Draasen castle rebuilt for his use as well.

The Citadel is similar to Castle Doom with its mix of ancient architecture and modern technology. The Citadel's main defense is vastly different from the more public Castle Doom, with its hidden traps and robots. Instead, Doom has designed a visual refraction field that makes all entrances to the castle seem several feet away from where they actually are. By the time a thief or intruder has found a true entrance or collided with a wall he thought was an open door, the Citadel's robots are prepared for its defense.

Doom resided here while the usurpers Zorba and Kristoff had control of Castle Doom and the throne of Latveria. This castle also contains numerous laboratories (with a duplicate of Dr. Doom's primary time machine), dungeons, and living quarters for Doom.

Citizens

There is a general feeling of peace and happiness over the Latverian countryside, only strained when visitors stray outside of Doom's proscribed laws. The Latverian people are typically polite if not overly friendly, all being extremely loyal to Doom and very much in awe of their larger-than-life Master. Due to little recent exposure to the harsh side of Doom—he once decimated over two-thirds of Doomstadt simply to destroy the Fantastic Four—and his swift reconstruction of the country after the horrors of Zorba's police state, the people revere Victor and many legends and superstitions grow daily about their armored ruler. Latverians live complacently with only limited exposure to modern technology; rural areas have tractors, indoor plumbing, and other mechanical devices available to 1920's America, while cities such as Doomstadt are able to provide and use technology equivalent to the post-World War 1940's in America.

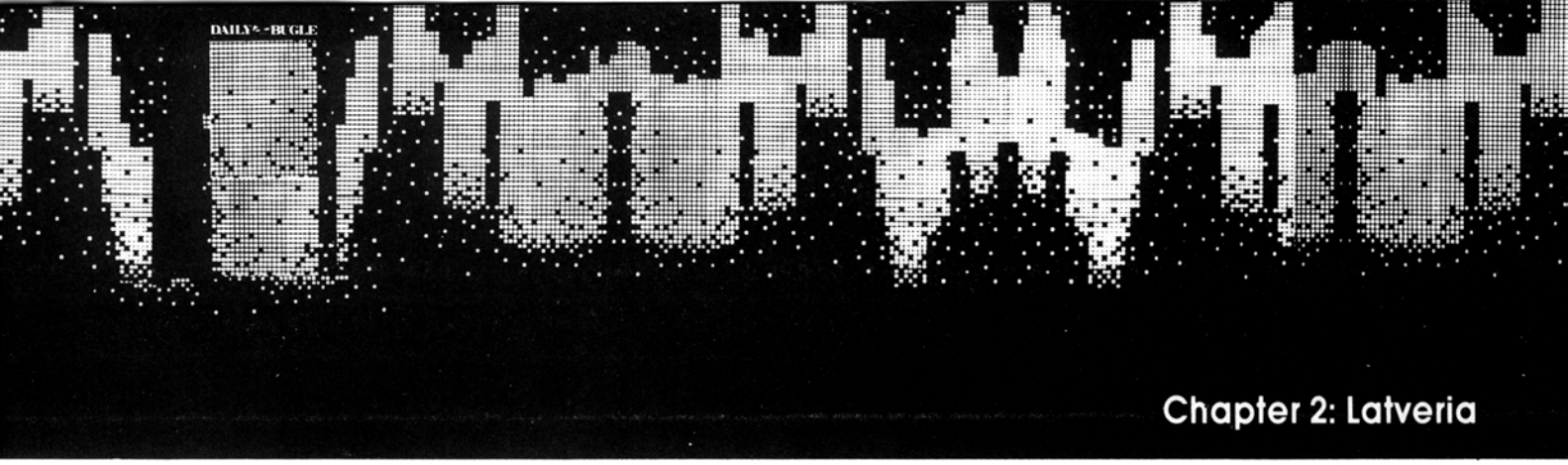
Villages

The majority of people in Latveria live in small, agricultural villages, tending their flocks and crops. Not much information about the rest of the world is allowed to filter down to these people, so they remain in this state of peasantry, not knowing any better.

Outlying villages in Latveria give the capital city and their ruler, Doom, tributes consisting of a percentage of their crops and livestock monthly. The tribute is always gathered by a Doombot. The fact that it's a robot is totally unknown by the peasants. Therefore, they believe that their ruler visits their village every month of the year. This increases the already healthy amount of awe his subjects have for Doom, as every town sees Doom each month and knows that he appears on the same two days each month in every town. It also points out the fact that Doom is capable of being everywhere at one time.

Education

Most children in Latveria receive at least a primary education in local schools. They learn the basics of math, language, and Latverian history (slightly revised to favor Doom's point of view). Then, if the parents (or the child) want to continue their child's education, he or she must be sent to the three upper grade schools located near the larger towns in the country. Students aren't typically encouraged to attend school after grade school, since an educated populace is more of a threat to the rule of Doom than uneducated people.



In the larger town schools, each child takes an aptitude test, designed by Doom himself, when he or she reaches the age of twelve. It tests for potential scientific skills. Children who score high on the test are brought to the official advanced school outside Castle Doom for more intensive instruction in the sciences. They are taught general scientific knowledge and tutored in their specialties by a combined staff of humans and robots.

Close watch is kept on the brightest students and steps are taken to make sure that they don't develop too much independent thinking without inhibiting their educational advancement. Anyone who disobeys his or her teacher or works on an unofficial experiment is severely reprimanded for his or her actions.

The only college in the country is in Doomstadt, named Werner Academy. The Academy ranks highly among schools for its advanced scientific curriculum, though its non-scientific schooling is average; graduates of Werner Academy have an education equivalent to one from the Massachusetts Institute of Technology or any highly-ranked schools in America, Japan, or on the continent. Werner Academy rarely accepts non-native students, though exceptions have been made in the past; Doom's infamous reputation and the isolationist policies of Latveria tend to prevent many students from even desiring to attend the school.

In both the advanced schools and the Academy, checks are kept on the students by their roommates. Each student is assigned a roommate of the same age and aptitude. Unknown to the humans is the fact that each assigned student is an android, programmed to become a friend and confidant. The android secretly monitors the student's progress and reports back any suspicious behavior to the supervisor on duty. A file is kept on each of the students, with all of the reports inside it. When too many incidents are reported, that student is reprimanded verbally, and, if warranted as judged by the supervisor, physically. This seeming omnipotence of the supervisor keeps most of the students awestruck and compels them to obey all the guidelines. By the time students graduate from this private school system or academy, they have a place among Dr. Doom's staff and are completely loyal to their monarch, either through fear or conditioned loyalty.

A limited student exchange program has been implemented with a select few European nations and schools, including Cambridge and Oxford. Each student, after two years of study, is allowed one year of study abroad, with one condition: Roommates must attend the same school time at the same time. This serves a twofold purpose for Doom—it tests the loyalty of his future scientists as they gain the opportunity to leave Latveria and it allows him to learn any new theoretical advances other countries have made by using the androids as information gatherers. Any student who tries to escape the clutches of Doom is usually subdued by his roommate and brought back to Latveria for an attitude readjustment program.

Legends and Folklore

Many scholars of folklore and superstition point to this remote area of the world as a virtual breeding ground for such legends and tall tales. Latverians are no different than their neighbors in that respect, sharing many common tales and beliefs with Transylvanians and Hungarians, while having a wealth of local legends and superstitions uniquely their own. Below are bits of Latverian folklore, the first a common legend in the mountains of the area and the second exclusively the province of the little country's storybooks.

Vampires and Count Dracula

Beliefs in vampires, the blood-sucking undead of movies and literature, are quite prevalent throughout Latveria and environs. Many of Latveria's original settlers were Transylvanian by birth, and brought many of their tales of vampires and werewolves into the budding country in the 14th century. Rumors of vampire activity in the Bolgorad region of Latveria during the Haasen/Draasen wars were thick in the air, but few took it seriously until the Battle of Boars' Vale in 1538.

The Boars' Vale battle was one of the most bloody conflicts in Latveria's history, lasting three days and slaughtering nearly 400 men by its finish. Surviving soldiers were recovered from the battlefield, but some of the wounded reported mysterious figures moving about in the evening mists, bending over the bodies of the fallen and drinking their blood. Many brothers who fell in

battle never returned home, alive or dead; many folk close to those missing also began disappearing, leading to a panic about vampires.

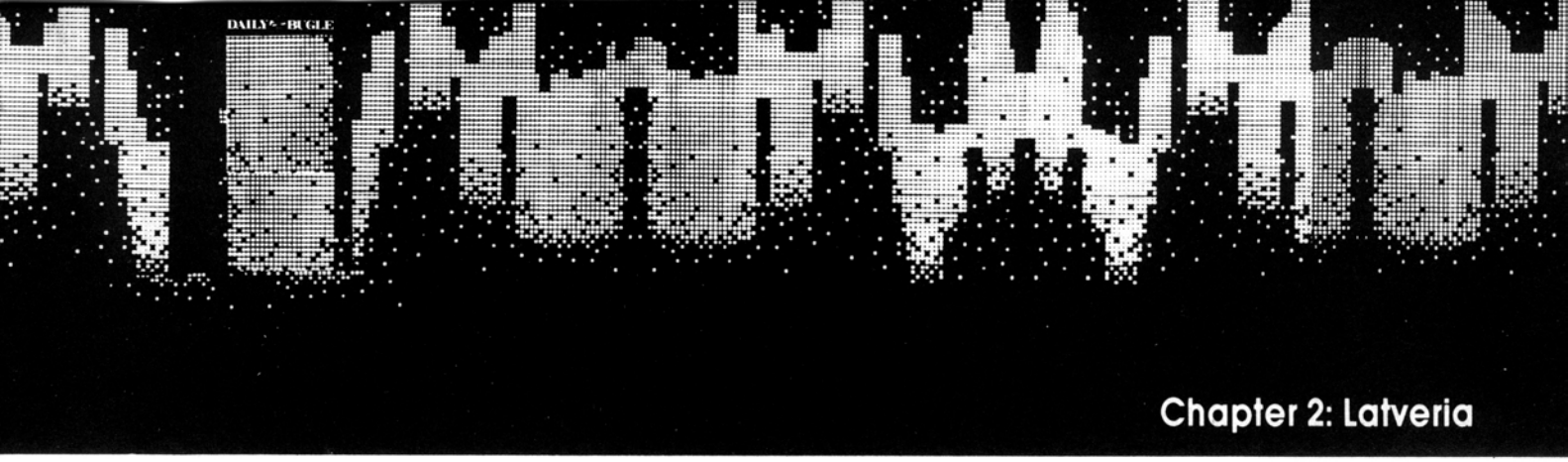
Five men came forward ready to handle the crisis; Wilhelm Kroft and his sons Stefan, Leo, Oscar, and Pietro were all conversant with vampire lore and were self-proclaimed vampire slayers. In the course of three years, the Kroft family slew upwards of 27 vampires, 19 of them directly resulting from the Battle of Boars' Vale.

The Kroft family continued its traditional role as vampire slayers through the 19th century. The last known account of the Krofts involves the Lord of the Vampires, Count Dracula of Transylvania, and the last two sons of the seventh generation descended from Wilhelm Kroft, Pietro and Kurt Kroft. After a long and torturous battle across the wilds of Latveria, the two young vampire hunters trapped their prey at the Dark Falls. Dracula was staked almost through the heart and driven over the falls and into the water below at the cost of the 18-year old Pietro's life. Kurt erroneously believed the vampire was slain, but Dracula's fall over Dark Falls and emergence from its icy waters only spurred more belief in the Darkoth myth (see below), since he left both Pietro and an innocent shepherd dead by the pool beneath the cataract. Kurt Kroft was the last of the Kroft vampire hunters and he disappeared in 1871 at the age of 57, never to be seen again.



Darkoth, the Death Demon

There is an old Latverian legend that tells that a man, driven to the edge of madness by exposure and starvation in the Latverian woods during the heart of winter, stumbled into the Draken river, broke through the skim of ice, and tumbled over Dark Falls (currently named Doom's Falls, after Doom's ascent to power) into the murky depths below. A villager happened to be in the area tending his sheep when he heard the man's scream and watched him plummet to certain death in the pond below. The shepherd raced back to his village and brought many people for help. They searched the river for hours, looking below the ice for the certainly doomed man. Just as they were about to give up, a creature crawled out of the river downstream on the bank opposite the would-be rescuers.



Large, purple-skinned from the cold, and having what looked like a long tail, the "demon" turned and howled at the villagers in what they assumed was anger. They scattered and met later at the village square. Four men never made it home that night, and the legend of Darkoth, the Death Demon had begun.

Throughout Latveria, men, women and children huddle in terror at sounds of howling from the woods that surround their tiny towns. The tale has been told to young children through the generations, surviving to the current day. It is used to reinforce the ideas that Doom is all-powerful—mothers tell frightened children that the Darkoth will get them if they attempt to leave fair Latveria and that the Master is the only one powerful enough to keep the Darkoth at bay or in thrall.

NPCs of Latveria

Typical Latverian

F	A	S	E	R	I	P
PR	TY	TY	PR	PR	PR	FB

Health: 20 **Karma:** 14
Resources: PR(4) **Popularity:** 0

Talents
Rural Latverians have Agriculture and Folklore skills, while all other Latverians have skills appropriate to their professions (Brewing, Blacksmithing, etc.).

Boris

Statistics: see Typical Latverian

Role-Playing Notes
Boris is a soft-spoken, kindly old Gypsy with a sense of loyalty and honor above reproach. He rarely speaks unless spoken to but he is a consummate storyteller, well versed in the folklore of the lands. He carries himself humbly and is easily underestimated or dismissed as "an old fool," but Boris has wisdom and learning from his years and his association with Doom.

History
Boris is a Gypsy who was a friend of Werner Von Doom. At the deathbed of his friend, Boris promised to take care of Werner's son, Victor, a vow that he has fulfilled to this day. Boris has become a faithful servant to Victor Von Doom and performed at least one major annual duty—to gather the man the world knows as Doctor Doom on Midsummer's Eve, and bring him to the catacombs beneath Castle Doom to fight Mephisto and his hordes to rescue the soul of Doom's mother, Cynthia.

Boris is truly the only human Victor can truly trust, and he is the only one that helps Doom without hesitation. He also helped resurrect Doom after Victor had gone insane in a battle with Reed Richards.

Boris acknowledges that Doom has done many evil things in his life, yet his word is his bond, and, in his own way, Boris loves Doom as his son. In fact, his granddaughter Valeria almost became Doom's wife until she learned how obsessed with power Victor had become.

Boris is still with Doom, despite his increasing years and seems to do much to temper his wrath; without Boris, Doom is prone to rash outbursts of fury and power misdirected toward any near him. No matter what becomes of him, Boris' path is clear—whenever his friend's son needs him, he'll be there.

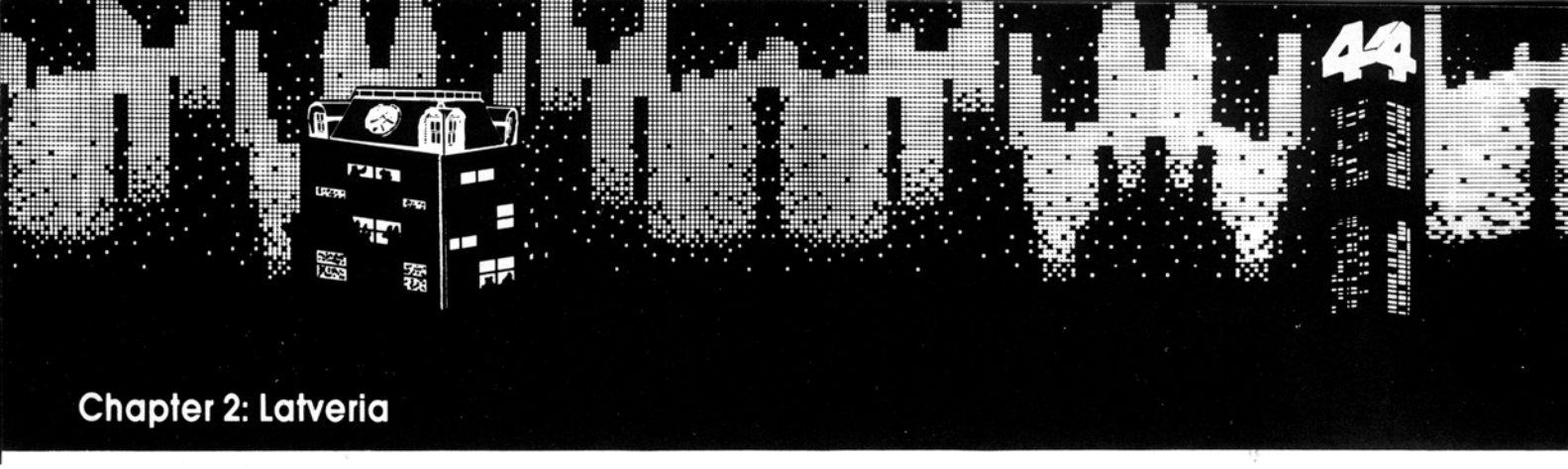
Darkoth, the Death Demon

Desmond Pitt, former USAF Major & pilot, supercriminal, ruler of Otherplace

F	A	S	E	R	I	P
AM	EX	AM	RM	PR	TY	FE

Health: 150 **Karma:** 12
Resources: 0 **Popularity:** −20

Role-Playing Notes
As Pitt, Darkoth was a career military officer and pilot. His devotion to his wife, however, surpassed even his dedication to duty. Even as Darkoth, he retains his loyalty to his friends and will not knowingly harm them. If his memory is blanked out, he becomes a raging berserker and a relentless foe. Should he later regain his memory, he turns his fury on whoever has used him.



Known Powers

Cyborg Body: As a cybernetic organism further mutated through chemical means, Darkoth possesses a number of superhuman powers. Major portions of his skeleton have been replaced with a Promethium alloy (Monstrous material), rendering them close to unbreakable.

Armor Skin: Darkoth's outer skin has transformed into a thick purple hide that can withstand the Thing's mightiest blows as well as being sufficiently durable to survive the friction of reentry into earth's atmosphere. In game terms, this provides him with Amazing protection from both physical and heat-based attacks.

Claws: In place of fingers, Darkoth is equipped with metal talons which do Incredible damage in combat. These talons are made of the same Promethium alloy as his skeleton (Monstrous material strength), a metal strong enough to rip through the Thing's tough outer armor.

- *Poison:* Darkoth formerly carried a type of poison on the tips of these talons that would render his opponent unconscious (Endurance FEAT against Incredible intensity).

Prehensile Tail: Darkoth possesses a prehensile tail that can be used as a weapon. Darkoth uses it as a whip and as a means of constricting his opponents. In both cases, the tail inflicts Good damage.

Firehorns: On Darkoth's head are two antennae called firehorns. In an unexplained way, they feed on the mental energies of Darkoth's opponents within one area. Darkoth's firehorns were capable of the following Power Stunts:

- *Heat Emission:* Fully charged, the horns can emit a Monstrous Intensity heat ray.
- *Kinetic Bolt:* The firehorns are also capable of sending off rays of heatless concussive force which were of Excellent strength. The impact of this force ray was sufficient to move a 500 pound object back several yards in one attack.
- *Mind Control:* The Firehorns can disrupt the mind of any opponent, resulting in insanity. This process takes 12 rounds of concentration to achieve and is a power of Excellent rank.

Winged Flight: Diablo gave Darkoth two magically-derived abilities when he came under his power. The first of these was the addition of tiny bat-like wings at his ankles which magically gave Darkoth the power of flight at Typical airspeed.

Phasing: Darkoth was also given the power of intangibility at an Excellent level, although he could only employ it for limited periods of time (maximum of 1d10 rounds).

Shape Alteration: Darkoth can manipulate his form with Unearthly rank while in the Otherworld dimension, shaping and stretching his body to his liking. This is considered an Incredible rank power.

Limitations

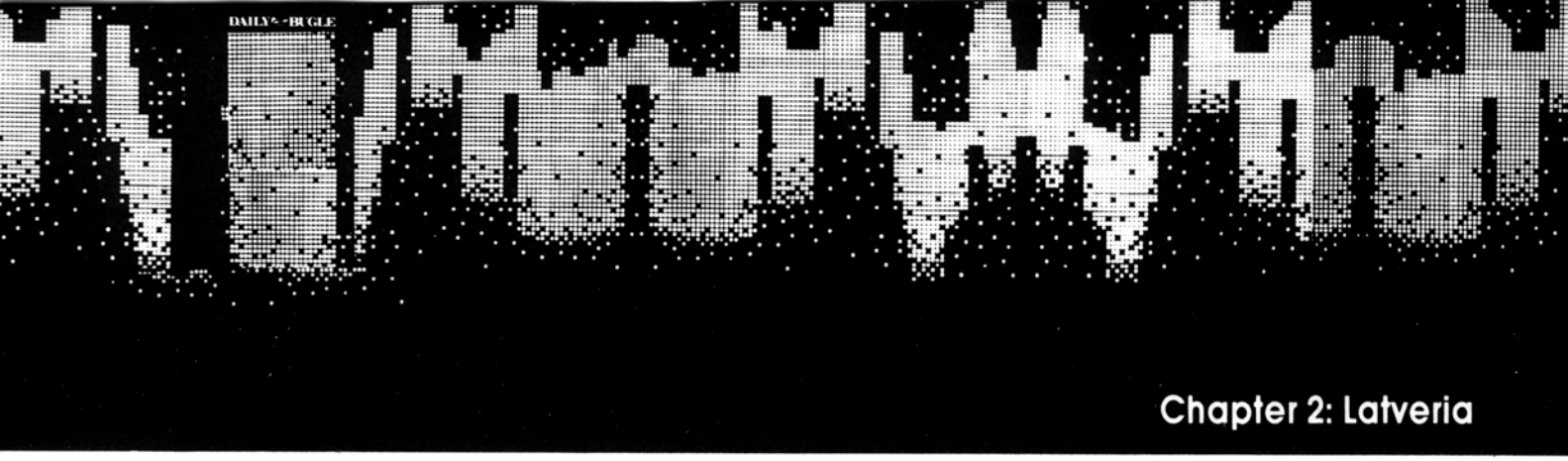
Because Darkoth rarely used the firehorns to any great extent, it can be assumed that they were weapons of last resort. The amounts of mental energy required to utilize them made them too costly to use in normal battles.

History

Desmond Pitt was a major in the United States Air Force when he met test pilot, Ben Grimm. In short order he and Grimm, who would later become the Thing and a member of the Fantastic Four, became close friends. During a brief return to civilian life, Pitt married and had a son. During this period, his relationship with Grimm remained close.

Eventually, Pitt rejoined the Air Force and was assigned to the Kennedy Space Center in Houston, Texas. There he was placed on the staff of a research project designed to develop the solar shuttle, a space shuttle variant that transmitted solar energy from orbit to solar panels on the planet's surface. As Pitt became involved with the details and beginnings of the project, his wife was diagnosed as suffering from a terminal illness, her doctors giving her only a few months to live. Pitt was under great emotional stress over his wife's condition when he also discovered that the solar shuttle project had been infiltrated by agents of Latveria.

In an effort to learn the extent of the infiltration and its purpose, Pitt decided to present himself as a willing collaborator. Fearful that the spy network may well have



extended into other areas of NASA, Pitt told no one of his plans, not even his superiors. Attempting to gather as much information as possible, he became the confidante of the ring's leaders. They were so impressed by Pitt that they brought him to the attention of their Master, Doctor Doom himself. To all appearances, Desmond Pitt was a loyal spy for the armored villain.

He soon learned that Doom's men meant to utilize the awesome powers of the solar shuttle to energize solar panels in Latveria. Before Pitt could expose the plan to United States government officials, his wife succumbed to her illness and died. Grief-stricken, Pitt became careless and Doom discovered that he was a double agent. Doom's operatives, still highly trusted in the space program, denounced Pitt as a traitor. Before he could be arrested, Desmond Pitt disappeared. U.S. officials deduced that he had been killed because of his apparent failure to sell secrets to Latveria.

In reality, Pitt had been kidnapped and brought to Latveria. Doom wished to make an example of Pitt to others who might dare to betray him. Pitt underwent months of chemical and cybernetic transmutation. Under Doom's direct supervision, Pitt's body was reformed to resemble a legendary demon that supposedly haunted the mountains of Latveria, Code-named Darkoth the Death Demon, Pitt was given extraordinary strength, agility, and limited psionic powers. Desmond was, at the end of the process, exposed to Doom's vibration device, a machine that could erase all traces of a man's past personality and memories. Doom implanted in Pitt's mind the suggestion that he was in reality a demon who had been rescued from the Netherworld by Doom to be his personal warrior. As such, Darkoth became the loyal servant of the man who had made him a monster.

Darkoth fought the Fantastic Four at Doom's command until he heard that he was actually created by Doom. He turned on his master and when Doom attempted to flee the Fantastic Four in a spacecraft, Darkoth stowed away onboard and attacked him as he piloted the ship into orbit. The craft exploded and both Doom and Darkoth were sent hurtling into re-entry.

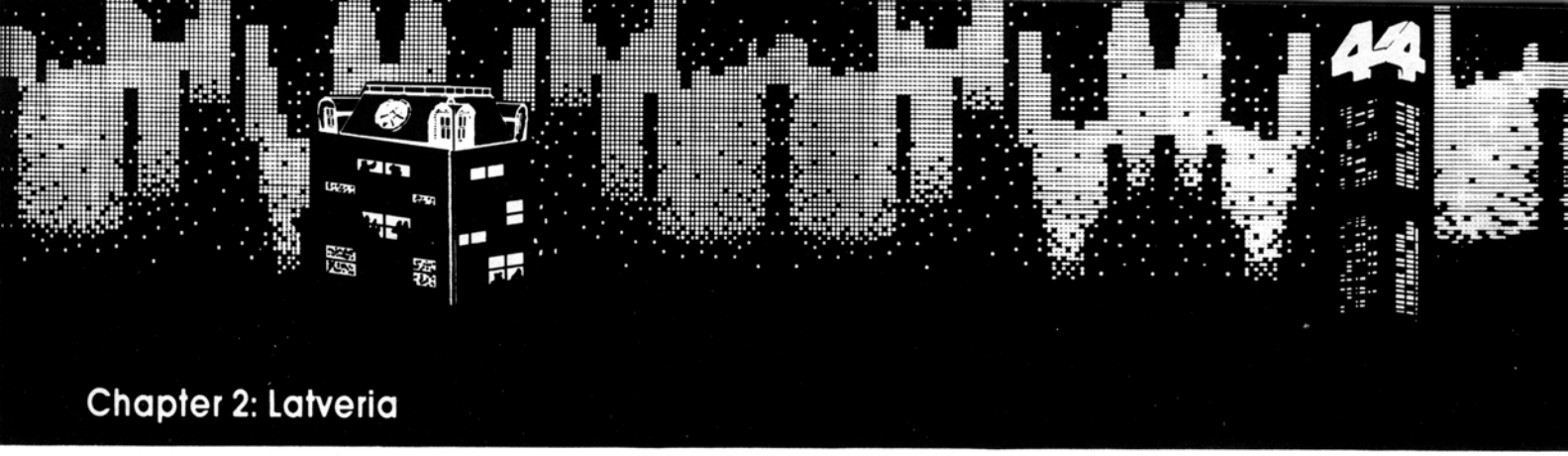
Darkoth survived his fiery return to Earth, and his body crashed into a barren sector of the Texas desert. His flaming fall was noticed by Diablo, the master alchemist, who rushed to the spot where Darkoth had landed. There he used his own life-prolonging potions to hold off Darkoth's imminent demise and his will-sapping potions to insure his loyalty. Diablo chemically augmented Darkoth's powers, giving him both the powers of flight and intangibility.

Darkoth later broke into NASA intending to destroy a shuttle that Ben Grimm was to pilot because it had been sabotaged by Doom sometime in the past. The Thing drove Darkoth off before he could disable the ship. That night, Ben Grimm received a phone call from an old friend whom he had thought dead—Desmond Pitt, who warned Grimm about the shuttle sabotage.

The Thing piloted the shuttle into orbit when an energy ray caught the shuttle. It continued to tap power from the sun and funnelled the power back to Diablo. A side effect was that the shuttle became superheated, threatening to kill Ben Grimm. Diablo ordered Darkoth to increase the power, which would have killed the Thing, but Darkoth cut the power in time to give Grimm the chance to pilot the shuttle back to Earth. It exploded when it landed, leading everyone to believe that the Thing had been killed.

Diablo sent Darkoth out to check one of their solar collectors that had malfunctioned. He arrived to find it smashed from the inside. The Thing had survived the crash landing and was waiting inside. The two former friends fought and, during the battle, the potion that Darkoth needed to survive wore off. Darkoth became weaker and then revealed himself to Ben Grimm as Desmond Pitt. They teamed up against Diablo. During that fight, Darkoth jumped on Diablo, carrying them both into a computer bank. Darkoth made one request, before the explosion killed him, that Ben repay his friendship by finding his orphaned son and tell him the true story of his father. The solar collector exploded, presumably killing Darkoth and Diablo.

However, instead of dying, the explosion flung Darkoth into Otherworld, a pocket dimension where the metal Promethium comes from. Otherworld was formerly called Magik's Limbo, but it was soon revealed that the pocket dimension reflected the mind of its controller. After staying hidden for months, Darkoth asserted his control during Magik's long absences and the waning power of



her pet demon S'ym. Doom tried to take over that realm, intending to destroy it to generate an infinite supply of Promethium—a metal Doom now knew contained inexhaustable supplies of energy.

Through his own Promethium-augmented body, the Death Demon could generate greater energies than before and even alter his form, adopting an even more demonic appearance in Otherworld. Darkoth, with the help of Excalibur and the Avengers West Coast, stopped Doom's mad plans. Darkoth now is the owner of the Soulsword, the emblem of the ruler of Otherword. In this dimension, Darkoth has the ability to change his shape at will. Presumably, he still resides in the dimension, keeping it safe from all intruders.

Doctor Doom II

Kristoff Von Doom, intended heir of Doom and pretender to the throne (believed himself to be Doom)

F	A	S	E	R	I	P
RM	EX	RM	IN	AM	IN	AM

Health: 120 **Karma:** 140
Resources: AM (50) **Popularity:** 40

Role-Playing Notes
Kristoff was a mental reconstruction of Dr. Doom during his early years as a villain. His memories were altered to be identical to those of Doom before his encounter with the Ovoids. His personality was more erratic than the now mature and subtly mellowed Dr. Doom.

Known Powers
None.

Equipment
Kristoff wore armor identical in function to Dr. Doom's original armor. Kristoff's armor, however, was an exoskeleton designed to house an eight-year-old child and maintain the size and relative appearance of Dr. Doom. Kristoff had, on occasion, adopted smaller suits of his regular armor to better fit his younger body. (For data on Doom's armor, see Chapter 3, page 71.) Without the armor, all of Kristoff's abilities drop to Poor rank.

Talents
Kristoff possesses Dr. Doom's scientific skills.

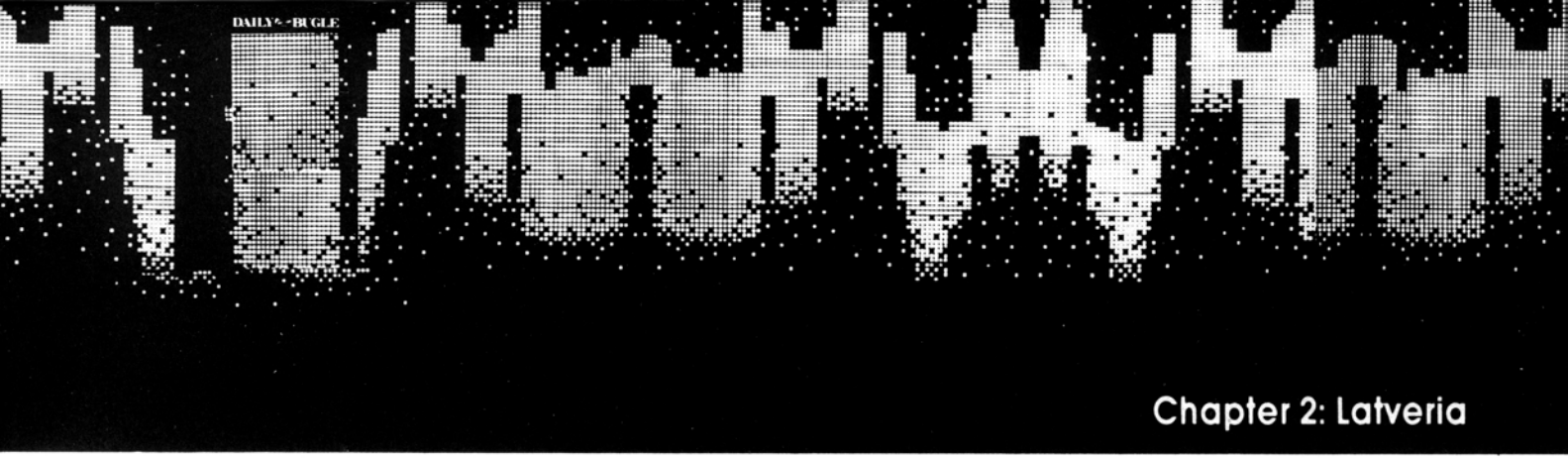
History
Kristoff was an ordinary boy in Doomstadt until his mother was killed by an robot during the revolt against King Zorba. Doom had placed his mother under his protection only moments before she was shot. Kristoff was adopted by Dr. Doom as his ward and successor.

When the Doombots discovered Dr. Doom had apparently been killed in a battle with the Silver Surfer and Tyros, they undertook a special contingency plan to convert Kristoff into a "Doctor Doom." Doom wanted a Doctor Doom to survive for all time.

They replaced Kristoff's mind with the personality and memories of a young Dr. Doom. Kristoff impatiently stopped the memory machine after the first few encounters with the Fantastic Four, eager to commence with a new plan of attack on his foes. Because the new Dr. Doom stopped the procedure prematurely, he lacks the full memory and the experience of the real Doom. Consequently, he generally repeated the actions of his predecessor with only minor alterations.

Kristoff sent the Fantastic Four's headquarters into space and detonated an explosion, figuring that this would kill his enemies. Unfortunately, the mind transferral was stopped before the original Doom had learned of Sue Richards' forcefield, so the Fantastic Four easily survived and captured Kristoff.

The real Doom returned through the intervention of the Beyonder and when he went to regain his throne, Kristoff stopped him. Kristoff and the Doomsmen were convinced that the true Dr. Doom is an imposter. Kristoff possessed full access to Doomstadt, Doom's resources, and Latverian consulates worldwide to combat the imposter. After a number of months in exile, Doom eventually reclaimed his throne. The details on Dr. Doom's return to power are sketchy, but Kristoff was released from his brainwashing with a posthypnotic command from Doom. Soon after, Kristoff died at the hands of Justice Peace and the Time Variance Authority while posing as Doom. In the end, despite Doom's fatherly affections, Kristoff proved to be just one more pawn to be willingly sacrificed by Dr. Doom.



The Doomsman

Doomsman Mark I, nemesis of Dr. Doom

F	A	S	E	R	I	P
EX	EX	RM	IN	AM	IN	AM

Health: 110 **Karma:** 140
Resources: GD(10) **Popularity:** 0

Role-Playing Notes

The Doomsman believes himself to be superior to the human race and should therefore rule it. His mental template is identical to Doctor Doom's, but the Doomsman, due to a freak accident during his creation, developed his own personality. The Doomsman shares Doom's megalomania and ego, but constantly needs to prove himself at least Doom's equal if not his better.

Known Powers

Power Cosmic: The Doomsman is powered by cosmic energy of Monstrous rank. The energy has also manifested itself in the following power stunts:
Invisibility: Remarkable rank
Dimension Travel: Monstrous rank ability to travel between dimensions.

History

Doctor Doom tried to create the ultimate weapon, a superpowered being fed by cosmic rays that would have the same brain patterns as Doom himself. With an army of such beings, Doom planned to rule the world, but fate had other plans in store for the unpowered construct.

One of Doom's robots brought an apparent accident victim, an injured woman, to the castle. There, Doom learned that the woman Ramona had been planted here to aid in a rebellion led by Prince Rudolpho. Doom left the woman and returned to his laboratory and the still inactive Doomsman. Simultaneously, Rudolfo contacted Ramona via a receiver implanted in her temple, and ordered her to destroy the central power in the castle, so an assault could begin against the castle.

Doom was at the power source, transferring his mind into the android, when Ramona burst onto the scene. Undaunted by the sight of Doom's unmasked face, she smashed the master panel and blacked out the castle.

The Doomsman, without the central power unit regulating the procedure, was bathed in unchecked cosmic energy. Under this barrage, the gauze-wrapped being came to life, snapping his chains, and fleeing the castle into the night by smashing every wall in his path.

Rudolfo and his ally, the Faceless One, approached the wandering Doomsman in the wilderness and quickly allied themselves with him. Backed by such might and armed with weapons provided by the Faceless One, the rebels attacked again. This time, they defeated Doom's robot corps and forced the real Doom to enter the fray.

During the battle, the Faceless One and the Doomsman snuck into the castle, but Doom found them. In a confrontation, Doom's and the Faceless One soon reached a stalemate until the Faceless One called forth the Doomsman to aid him against Doom.

The android unwrapped the gauze around its face, revealing a blue-skinned hairless man. The Doomsman espoused the philosophy that he should be free to follow his own will, to serve no impulse save his own. With that, he lunged towards his creator.

Doctor Doom, in a desperate attempt to stop the Doomsman, performed a "mind fusion" with it. Since the android's brain was patterned after Doom's, this attempt succeeded. Immediately, Doom continued fighting the Faceless One with the Doomsman attacking in concert. The Faceless One fled, but Doom lost control of his creation again while defeating the rebels.

Because of the dangers presented by the Doomsman and the inherent difficulty in controlling the android, Doctor Doom gave up his goal of building an invincible android army. When Doom met the Doomsman a final time, the Doomsman tried to kill the only human that he believed could stop him. Doom had prepared for this, and as the android moved to attack, the Doomsman was teleported to another dimension.

The Doomsman was banished to an arid, uninhabited planet in another dimension, where three years would pass before a chance for freedom presented itself. The Inhuman dog named Lockjaw, on one of his teleport trips, stopped in the Doomsman's dimension for a break. Invisibly, the Doomsman teleported with him on the next jump, and acquired the secret of dimensional travel. Now, he could gain his revenge.



Doom had, at that time, constructed a far inferior group of androids for use around his castle. They obeyed Doom's every word. They had even set up a temple to worship a common god, which Doom passed off as a flaw in the makeup of the newer androids.

In reality, the Doomsman had returned to Latveria and made himself known to the artificial beings by the name of Andro, Lord of the Androids. He set himself up as the ruler of Doom's servants and, at his urging, the androids battled the combined might of Doctor Doom and the Sub-Mariner and lost. Doom and Andro finally faced each other and discovered that they were evenly matched. All that Andro wanted to show himself and his foe was that he was the equal of Doom; having proven that, he saw little reason to continue the fight. He disappeared using his dimension-spanning power.

Andro's current location and plans are not known.

Dreadknight

Bram Velsing, former engineer

F	A	S	E	R	I	P
EX	GD	GD	RM	RM	TY	GD

Health: 70 **Karma:** 46
Resources: TY (6) **Popularity:** −2

Role-Playing Notes
The Dreadknight is an arrogant and prideful man who wants nothing but Dr. Doom's destruction. His mind is nearly consumed by revenge, and he will go to any lengths to facilitate a plan which might bring about the Latverian monarch's downfall. His obsessiveness tends to override his formidable intellect and leaves him quite susceptible to external suggestions and mind control, as shown by his "partnership" with Morgan Le Fay.

Known Powers
None.

Equipment
Body Armor: The Dreadknight wears full-body armor that provides him with Good resistance to physical damage and Excellent resistance to energy damage.

Power-lance: The Dreadknight wields a personally designed lance made of Remarkable Strength materials. It can be used as a lance to do Excellent damage, but it also has additional offensive technologies within it:

- *Force Blast:* A pair of twin force-blast pods allow the wielder to fire a blast of Remarkable force at up to 100 feet, or 5 areas.
- *Electrical Cable:* An entanglement cable shoots out of the lance's tip and can ensnare a target up to 2 areas away. The cable makes a Grappling attack at Remarkable Strength and on the next round, the Dreadknight triggers an electrical charge that automatically affects grappled foes with Remarkable energy damage.
- *Penetro-Shells:* Two specialized projectiles can be fired from the base of the lance with a range of 5 areas; upon impact, the penetro-shells inflict Amazing edged damage.

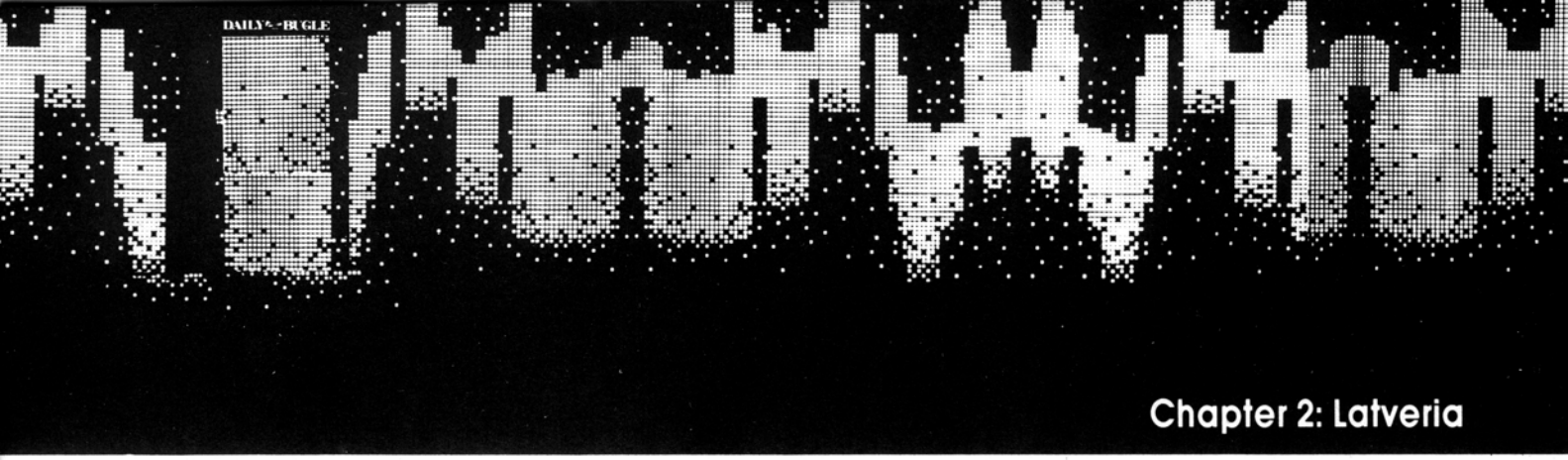
Gas Pistol: The Dreadknight carries a Typical strength material gas pistol that fires a blast of Amazing strength gas. He can fire at anyone in the same area and the target must make an Endurance FEAT roll against the Amazing intensity of the gas or be stunned for 10-100 turns, The pistol has 4 shots.

Hellhorse: The Dreadknight rides Hellhorse, a mutated black stallion possessing bat-like wings and claws. It has the following statistics:

F	A	S	E	R	I	P
GD	GD	EX	IN	FB	TY	PR

Health: 80 **Karma:** 12
Claws: Excellent edged damage;
Wings: Poor flight.

Talents
Dreadknight is a Weapon Specialist with his lance (+2CS). He is also a scientist with the Engineering and Electronics talents.



History
Bram Velsing was a brilliant scientist in Latveria, who was not content to simply execute the technological schemes of his evil monarch, Doctor Doom. Velsing bragged to his girlfriend Maria that he didn't need that grotesque mockery of a man, referring to Doom, and that he'd soon be the master.

Learning of Velsing's ambitions and his presumption to challenge Doom's authority, Doom showed Velsing his own scarred face. To allow Velsing to be on his level, Doom then had a winged mask permanently bio-fused to Velsing's face so that, like Doom's, his features were hidden for all time.

Anguished and humiliated, Velsing fled Latveria, and eventually fell under the care of the Children, the genetic creations of Dr. Victor Frankenstein, who at the time were tended by Frankenstein's great-granddaughter, Victoria. While being nursed back to health at her castle Velsing encountered the winged horse of the criminal Black Knight. Victoria Frankenstein had tried to restore the horse to normal, but had only succeeded in further mutating it. Bram Velsing decided to use the horse, his scientific intellect, and his new terrifying visage to seek revenge against Doom by adopting the new identity of the Dreadknight. When the Dreadknight sought to steal the secret notebooks of Victor Frankenstein, Victoria thwarted his plan with the aid of the Frankenstein Monster and Iron Man, who had landed in Yugoslavia in route to America. The Dreadknight was left in the care of the Children after his defeat.

The Dreadknight remained at the castle for many long months, kept alive but unconscious by Frankenstein's creatures. He stayed in this condition until Morgan le Fey and her son Mordred revived him to fight the Black Knight for them. For this service, Bram Velsing was promised he would rule at their sides when they had conquered the world.

The Dreadknight fought the Black Knight, who at the time was possessed by the original Black Knight—Sir Percy of Scandia and a Knight of the Round Table. Velsing's lance was shattered during the battle and he was defeated. The Dreadknight was last seen in northern Ireland, where this battle took place. His current activities and exact whereabouts are unknown.

Von Doom, Cynthia

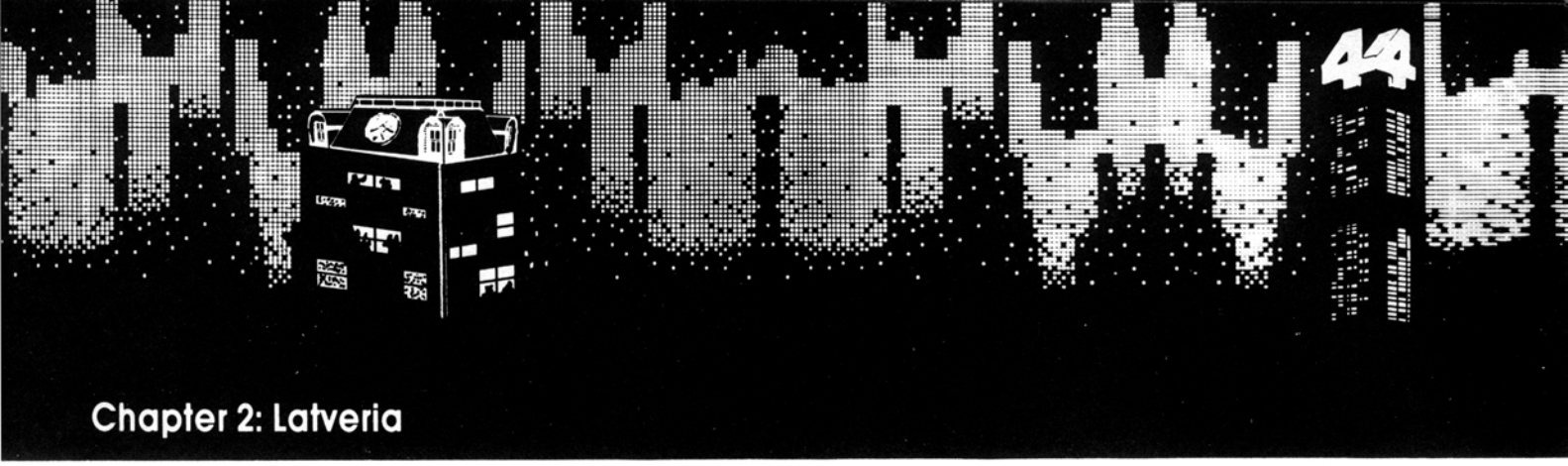
Statistics: Typical Latverian with RM Psyche & Intuition.

Role-Playing Notes
Cynthia Von Doom, despite her infamous reputation as a witch, was a driven woman who only wanted a life free from persecution and safety for her gypsy tribe. She, as does her son, had a volatile temper and often acted rashly. In the end, however, she proved her essential goodness and honesty and redeemed herself, gaining escape from Mephisto's nether-realm.

History
The band of Gypsies in which Doctor Doom's parents lived were persecuted by the Baron of Latveria and were condemned as "shiftless wanderers." Where Werner was a gentle man and content with his fate, his young wife was not. She was a practitioners in the mystical arts and one night, by accident, the lord of the dark realm, Mephisto, felt her need. He tantalized her with the power to protect and avenge her people. After an initial rejection, she deemed the cost of the deal worth the rewards and accepted Mephisto's deal.

That night, she went into town to a local tavern visited by the Baron's guards. She threatened that, unless the Baron paid the Gypsies back for all the torment heaped upon them, she would destroy his castle. In rage against the guards' insults, she unleashed her power against one of them, but the spell affected the entire village. Mephisto had given her great power but precious little control, and no child survived the night due to Cynthia's careless magic.

In grief over the suffering innocents, she renounced her dread power. With a foul wind whipping about her that echoed Mephisto's laughter, Cynthia didn't hear a guardsman come up behind her. She was stabbed with a sword, and was mortally wounded. Still, she managed to stagger back to the Gypsy camp. Werner found his dying wife just outside the camp. She lived long enough to tell him what she had done and made him promise to protect their son from the power she had unleashed.



The Gypsies quickly left their camp, and Cynthia's unmarked grave, behind them. Werner tried to fulfill his promise to his wife by dumping her chest of magical paraphernalia over the first bridge they crossed. This attempt and others over the years failed to keep the box from reappearing, dry and intact, in the Gypsy camp.

Years later, Victor did find the trunk and started gaining his power using both magic and science. With a son's love for his mother, Victor tried to free her soul from Mephisto for years, battling to a draw every Midsummer's Eve until aided by Dr. Strange, Earth's Sorcerer Supreme. The two powerful spellcasters invaded Mephisto's realm intent on rescuing the woman. Through various manipulations, Doom appeared to have betrayed Dr. Strange to save his mother. When she saw how ruthless Victor had become, she refused to be rescued at the cost of another, least of all one betrayed by her son. This refusal redeemed her and ended Mephisto's claim on her. Cynthia Von Doom is now, after years of torment, at peace.

Von Doom, Victor II

Victor Von Doom II (clone), "son" of Victor Von Doom

F	A	S	E	R	I	P
RM	EX	AM	AM	TY	TY	GD

Health: 150 **Karma:** 22
Resources: EX(20) **Popularity:** 0

Role-Playing Notes

Aside from being physically younger and unscarred, Victor II was identical in thinking and acting to Dr. Doom. As "Doom's son," the clone was loyal and trusting of Doom; once the truth was revealed, he saw Doom as a cruel, ruthless manipulator with nearly no humanity. Victor II was a bit more human and merciful, his sanity unblemished by years of revenge, scarring, and attempts at world domination. Victor II was, in essence, Dr. Doom on the side of good.

Known Powers

Elongation: He can stretch any part of his body up to 3 areas away with Incredible ease.

Fire Control and Generation: Doom's clone can emit flames of Remarkable intensity and range. He also has Monstrous control over natural and personally generated flames.

Flight: He can fly at Good speed (4 areas/round).

Armor Skin: Doom's clone has a rough hide like the Thing, granting him Incredible resistance to physical and energy attacks; coupled with his fire powers, he has an Amazing resistance to heat energy attacks.

Invisibility: Victor II has Excellent rank invisibility.

Force Field: The clone can generate Incredible rank invisible force fields within his same area.

Power Selection: A maximum of two powers can be used during a single turn; note that the clone's armor-like skin does not count as a separate power.

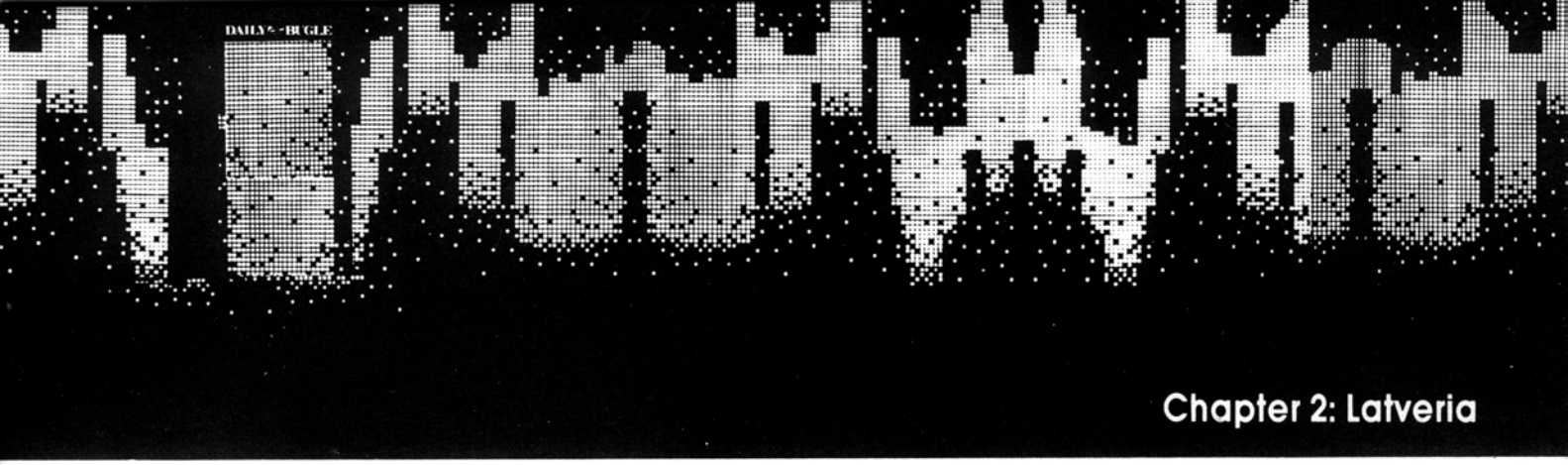
History

Doctor Doom set up a dummy corporation, Cynthian Associates, with the hidden agenda to return Reed Richards' powers to him. He then set up his clone, Victor Von Doom II, as the figurehead supervisor for that organization. Each part of a specially-designed spacecraft was designed and researched separately, with no one in the company fully knowing the final use of their research.

Reed, having lost his powers at that time, had recently disbanded the Fantastic Four and accepted a high-paying research job at Cynthian. He found his supervisor vaguely familiar but couldn't quite place the face. Richards quickly became suspicious of the project because the section of the final product that he was working on could only be used for a limited amount of devices.

During his sleep, Reed was subjected to a hypno-persuader by Victor II and Hauptmann, the younger brother of a former Nazi scientist killed earlier in Doom's career. They hypnotized the former leader of the Fantastic Four into mindlessly serving Doom. Reed donned the Invincible Man's armored costume and stalked his former teammates in Hollywood.

The rest of the Fantastic Four were captured by the Invincible Man and were transported to upstate New York where his identity was revealed to them. The supervisor



Chapter 2: Latveria

of Cynthian Associates, told Reed to finish the work he began or that he would kill his teammates. Due to the years since last seeing Doom's face and the stress of the situation, neither Reed nor Ben recognized the director's face as that of Victor Von Doom.

Richards, still in the dark about who was behind this affair, went along with the plans. He now knew the project was designed specifically to restore his powers, but the reasoning for this apparent altruism, however forced, remained hidden. From the Cynthian Associates research facility in upstate New York, Richards blasted off in a rocket, planning to duplicate the accident that turned him into Mr. Fantastic in the first place. The cosmic rays restored his powers to an even greater degree than before.

Meanwhile, the rest of the Fantastic Four had been transported to Latveria where they were imprisoned in another dungeon. While there, the real Doctor Doom revealed to the Fantastic Four that, by the laws of Latveria, he had to abdicate the throne to someone. Doom introduced his son, the supervisor of Cynthian Associates, as his successor.

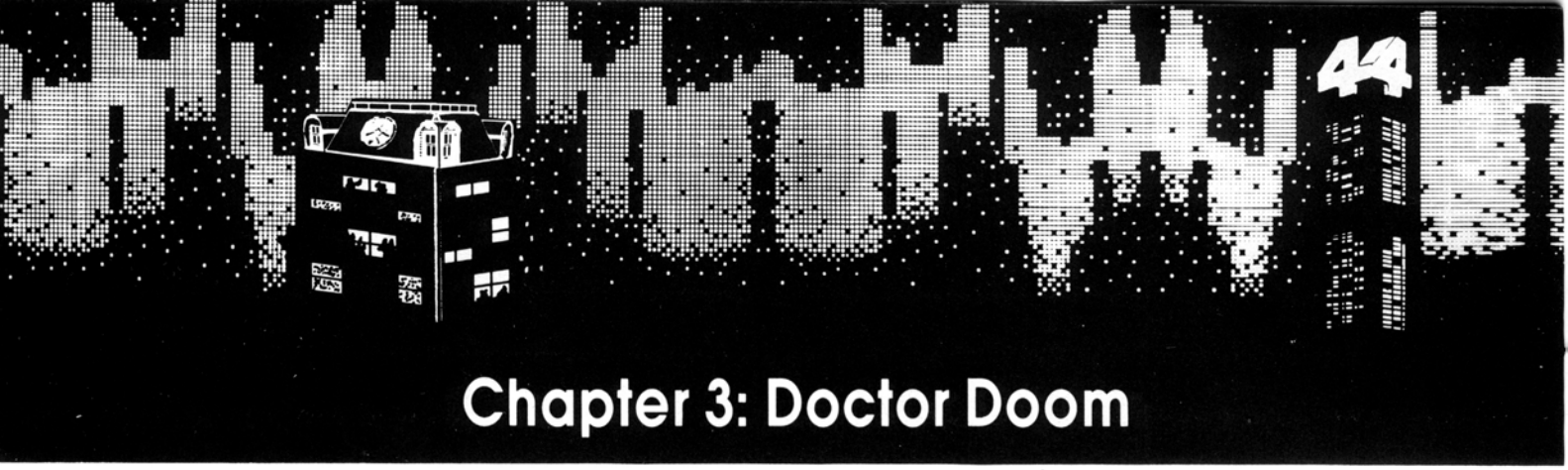
Richard's spaceship crashed in re-entry and Doom and Reed's teammates believed he died in the crash. He managed to survive and used an FF Pogo Plane to fly quietly into Latveria, intent upon stopping the menace of Doctor Doom forever. He encountered some robots and was rescued by members of the Latverian Freedom Fighters. Hidden in the hills of the tiny country, Reed met Zorba, the leader of the Latverian Freedom Fighters and learned that Doom had a son lined up to take over the throne from him.

Doom placed the three captured members of the Fantastic Four into a transference machine, planning to give his "son" the powers of the Fantastic Four. At the same time, outside the castle, Reed and Zorba's Freedom Fighters began their assault against Doom's castle. Reed infiltrated the castle but Doom saw through his disguise and, using surprise, captured him. Now his "son" would have all the powers of the Fantastic Four!

Back in the Transferral room, an elastic fist broke out of the globe that was holding Mr. Fantastic. He quickly shut down the machine and freed his teammates. He explained that, as soon as he knew who he was up against, he placed a micro-feedback circuit in his belt to counter anything Doom sent at him. The Fantastic Four confronted Doom but were recaptured when Doom threatened Alicia Masters. Zorba broke into the castle as the coronation ceremony began and freed the FF.

They interrupted the coronation, just as Doom started to transfer the crown to his "son." Zorba, in front of the crowds, told Doom to tell the truth for once, that his son was actually his clone! Doom, in a rage, sent his robots against the Fantastic Four and Zorba. As that fight continued, Doom's clone mutated into a man-shaped version of the Thing. When Richards had stopped the machine, it had somehow succeeded in transferring the Fantastic Four's powers to Doom's clone. Doom ordered it to use its power to attack the people who had caused this to happen. The clone claimed that his new powers did more than just strengthen him—they made him see how he and Doom truly were and that sickened him. His mind and thoughts were of Victor Von Doom before the accident that had driven him insane. The creator and clone fought, with the clone insisting that Doom recognize the fact that he had lost his mind and his humanity. Doom, to silence his clone, killed him.



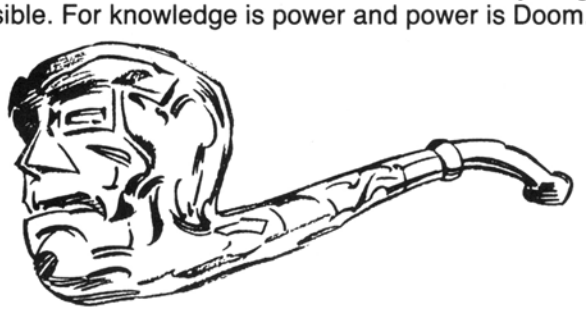


Chapter 3: Doctor Doom

For people to truly understand the way Latveria is today, they must understand the man who currently sits upon its throne. Before Victor Von Doom's regime, Latveria was "a pitiful joke," run into financial ruin over the course of fifty years of exorbitant, unregulated spending by the monarchs of Latveria. All attempts to stabilize the economy failed until, in a bid to bring modern technology to Latveria, Prince Rudolfo invited an armored stranger into the court. Within the space of months, the mysterious Dr. Victor Von Doom proved his technologies and his usefulness to Latveria by seizing the throne of the tiny nation.

Dr. Doom has been ousted twice in his career from his overlordship of Latveria, but he has regained the throne and the love of the country's people each time. Despite Doom's failings and his world-wide status as the most dangerous supervillain alive, his leadership has stabilized this tiny country, and made it one of the safest (for the natives) and most prosperous countries in Europe.

Doom has a long and involved history which incorporates some of the greatest sagas ever published by Marvel Comics. His first appearance was in *FANTASTIC FOUR* #5, cover date July 1962, and he has appeared in nearly every Marvel comic book since that time. His origins have been revealed over long periods of time, much of his initial origin printed in 1964 (*FANTASTIC FOUR* Annual #4) but the full details of his and his mother's lives were not shown until 1989 (*Dr. Strange and Dr. Doom: Triumph and Torment* Graphic Novel). This chapter combines nearly every detail on Doom's life, including his full origin and information on every recorded appearance of Doom from 1962 through 1991. No one may fully know what lurks behind Doom's iron mask, but he or she can strive to learn everything possible. For knowledge is power and power is Doom.



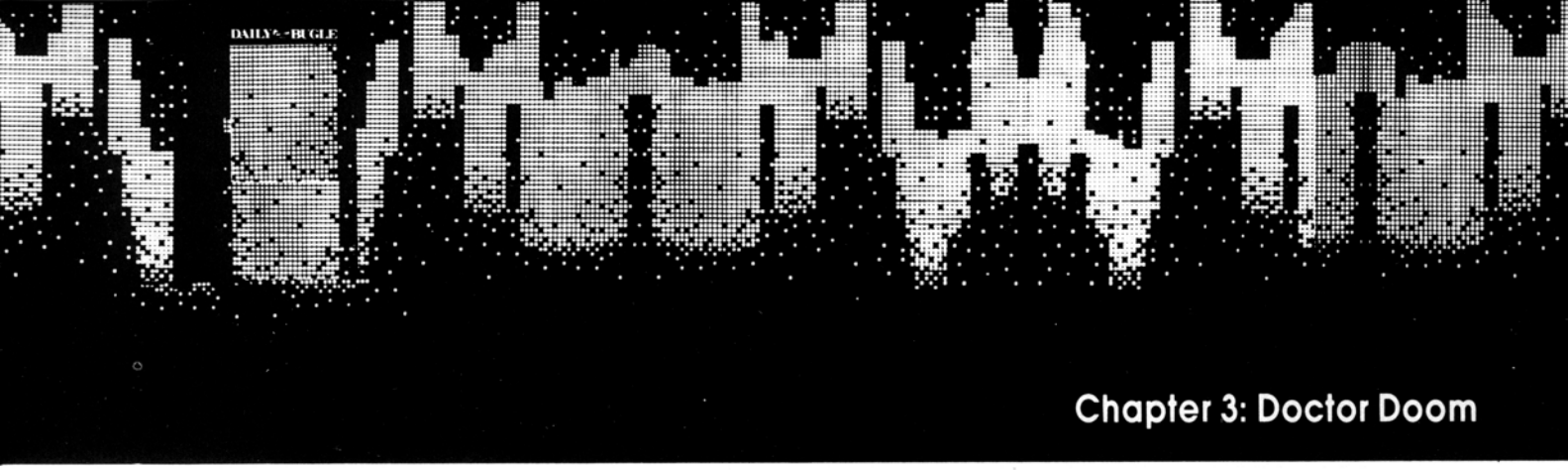
Doom: The Beginning

Victor Von Doom was born to Werner and Cynthia Von Doom, members of a roaming gypsy band that periodically travelled throughout the Balkan Mountain range of Europe. Werner was the Gypsy tribe's healer and Cynthia was a Gypsy sorceress of some ability as well as the alleged leader of the troupe. As Victor grew up in the carefree lifestyle of the gypsy, he spent much time in the company of Valeria, the grand-daughter of a familial friend, Boris. They became good friends and confidants.

During Victor's youth, the Gypsies were persecuted in many of the countries where they stayed, and Latveria was among the worst hosts. The intolerable conditions drove his mother to dabble in magics far beyond her control. Without regard to the cost, she contacted Mephisto, an evil being of immense power, and entered into a pact with him to gain a safe homeland for her people and a "future free of terror and want" for her son. Flushed with her newfound power, Cynthia attempted to force the local baron and his guards to respect her people. She unleashed her power within the town at some of the local baron's guardsman, but she found she had gained much power but no corresponding control to reign in the effects of her spell. Every child in the village died that night due to her spell. She renounced her awful power just as a guardsman managed to thrust a dying blow into Cynthia Von Doom.

Werner found her at the outskirts of their camp the next morning. Werner and his best friend, Boris, buried her in an unmarked grave in the forest and threw her chest of arcana and magical items off the first bridge them went across. It magically appeared at the camp three days later. Other repeated attempts at destroying the cursed box were equally unsuccessful. Werner eventually ceased his efforts and simply buried the chest within his other belongings.

After his mother died, Victor became much more intense and serious, learning as much about how the way things worked as possible. He and Valeria remained friends through this time. While young and not nearly as driven as in later years, he still had room in his heart for others, and his close friendship with Valeria deepened into love.



Chapter 3: Doctor Doom

Some time later, back in Latveria after the uproar had died down, Victor's father was taken to the house of the Baron Draasen, and was told to use his skill and magic to heal the Baron's wife. Another Gypsy, Boris, looked after the young Victor during his father's absence. Werner did all he could for the woman, but her illness was beyond his power to cure and he knew that she was going to die of terminal cancer. The Baron blamed the elder Doom for her death and sought to destroy Werner and his tribe in retribution.

Werner found his son playing in the fields with Valeria, and told him of his predicament. Fearing swift reprisals, the gypsy band fled together from the Latverian steppes with the soldiers of the Baron close behind them. Werner and Victor fled separately from the main band of gypsies, travelling through the mountains. Winter unexpectedly set in early and snow began falling during their trek, forcing Werner to use his own threadbare clothing to protect his son from the elements. The two were discovered by Boris, both nearly frozen, and were brought into a warm tent. The strain of the past days coupled with pneumonia and Werner died quickly, his last words being "You must protect . . . protect . . . oohhh. . . ." The last part of the sentence was lost in his dying gasp. Victor thought his father meant to protect him, but even then, Boris knew better. Werner had meant for his friend to protect the world from his son.

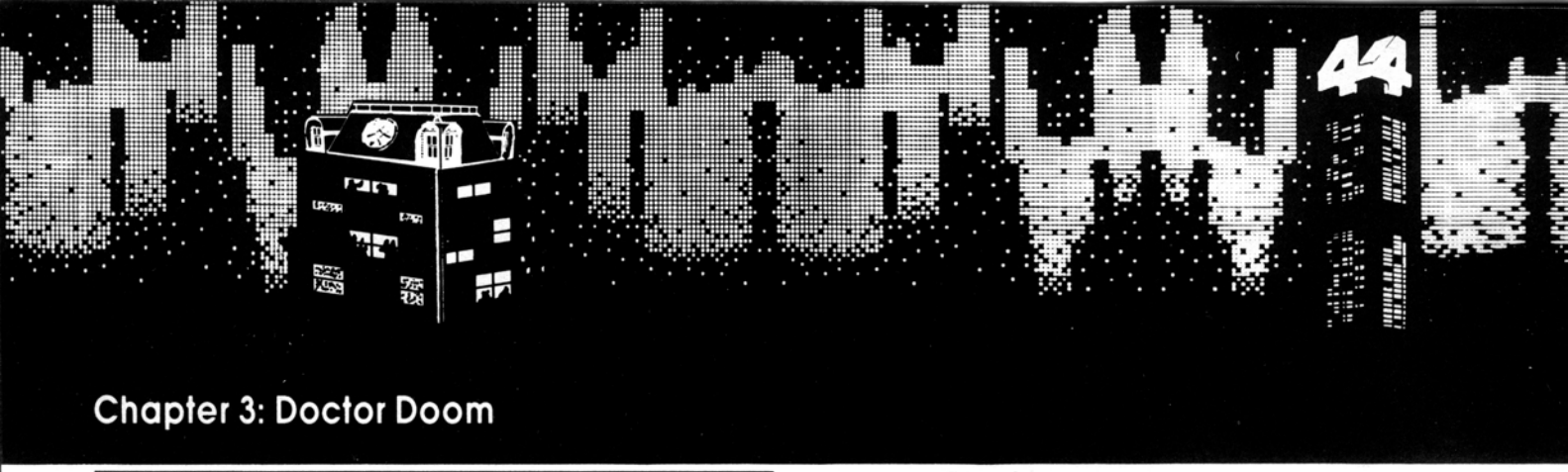
On his father's death bed, the young Doom proclaimed that he would have his revenge against the rest of humanity for the unfair deaths of his mother and father. Nearly a year later, the young Gypsy had found his first step towards his revenge—his mother's legacy, a secret chest of magic potions and strange arcane devices. Valeria urged Victor not to delve into the mystical arts, but to no avail. The contents of this chest proved that his mother had been a sorceress and Doom was determined to follow, at least partially, in her footsteps to gain power for his revenge. Victor had an instinctive affinity for his mother's magics, and exceeded her craft in one small way—he didn't need to summon other beings for power, for he found it all within himself. This also marked the point at which Victor learned that his mother's soul was trapped by Mephisto, the being that had granted her the power in the first place.

During the next few years, Victor travelled with Boris, Valeria, and the Gypsies, stopping at every town library and adding to his studies. Victor had a powerful, analytic mind and he easily absorbed every scrap of information he could. To the young Doom, knowledge gave him strength and he was compelled to learn to add to his personal power. He quickly honed both his scientific and magical skills, eventually abandoning magic for a time and concentrating on science—a change which pleased and relieved Boris, who saw his young charge walking the same path of destruction his mother travelled. Doom studied voraciously and learned more than anyone in his tribe had ever known without the benefit of schooling.

He travelled around the Balkans, selling magical trifles such as golden statues that quickly turned into mud and other fake items to unsuspecting villagers. The authorities finally caught him, but at his scheduled execution, the executioners discovered that all they had caught was a mechanical man that looked like Victor Von Doom.

He continued to use his genius to steal and to evade capture by the authorities. Clearly, Doom's genius was beginning to shine now as he began creating more complex weaponry and items better than were available to conventional forces. He created a means to protect his fellow gypsies' wagons from cannon fire, providing them a measure of safety from harrassment. He also produced a freeze grenade that once froze a pursuing tank solid.

One day, the Dean of Science from State University heard about this young scientific genius, found the young Doom, and offered him a scholarship to attend his school in the United States. Doom accepted the offer, if only for a chance to increase his scientific knowledge and thereby increase his power. When the young genius announced that he was going to America to study, Valeria asked Doom about their dream for a life together. His response, that the dream had died in childhood and that he had no tender feelings left in him, prompted Valeria to respond with "Then I pity you, Victor!" and she tearfully left him. Doom had broken his ties with the Gypsies and had moved on to learn of the world outside the Balkans.



Chapter 3: Doctor Doom

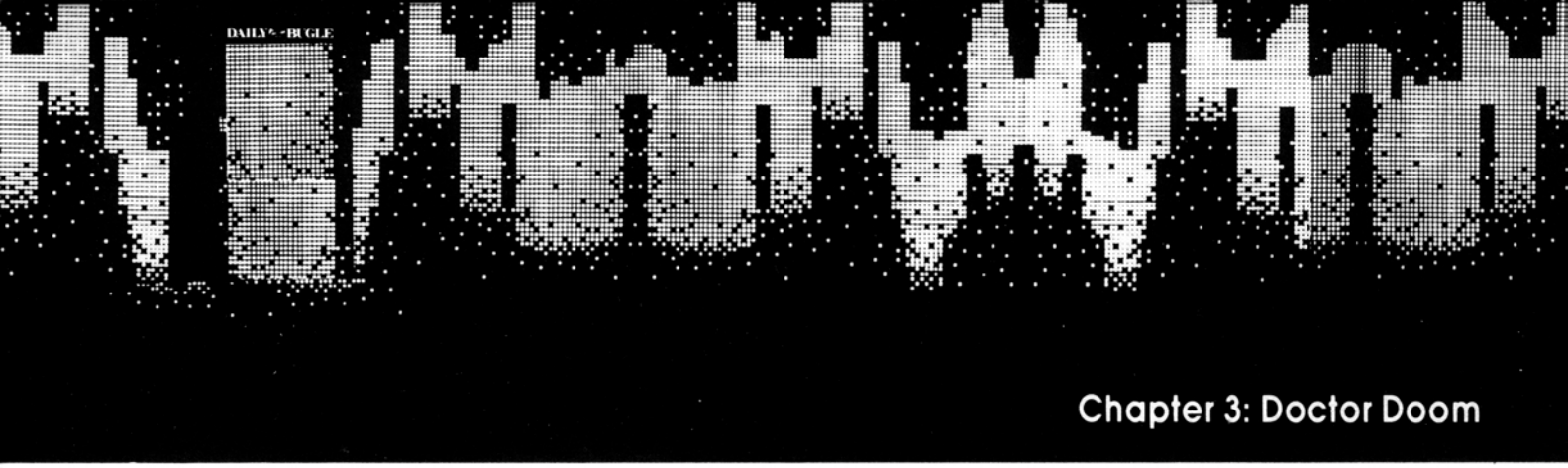


Doom: The Scholar

At the university, Victor was a reclusive, arrogant, and thoroughly brilliant student. He and Reed Richards were the two top students at the school and were continually competing and arguing about theories that even the school's Nobel laureates had difficulties understanding. This competition was something foreign to Victor, as he had no intellectual equals in his Gypsy tribe, and his pride had swelled to enormous proportions; the origin of his hatred for Reed Richards stems from his denial of an intellectual rival or equal.

Doom began working in secret on a dangerous project in his university apartment, one that precariously mixed magic and science in an effort to contact other dimensions. One day, Reed Richards went to visit Doom and found his room open. Reed casually read some notes about Doom's project and noticed an error in some calculations. When Reed later pointed out that there might be some problems with his work, Doom dismissed him outright and didn't even consider that he could be correct. Doom went through with the experiment without checking any of his computations; the result was an equipment explosion that left his face scarred on his cheek. He was thrown out of the university for his recklessness and he left America, his passion for power undimmed and perhaps even tinged with a touch of madness due to his accident. His scars from the accident, while judged minor by some, were crippling to Doom's ego, and he distanced himself from nearly all human contact.

Doom then went to Tibet, searching for forbidden secrets of black magic and sorcery. Doom found the Aged Ghengis who pointed him towards a group of Tibetan monks where Doom would find his destiny. He was taken in by them, and he learned all he could from them, becoming their master in the process. Following Doom's instructions, the monks forged a suit of metal for him to wear. Victor was in such a rush to complete the suit and put the mask on, he had it placed over his face while it was still red-hot. His scarred face was now charred and even more disfigured. When the armor was completed, he renamed himself Dr. Doom and left the monks to pursue his supposed destiny to rule mankind.



Doom: The Villain

Dr. Doom quickly started to implement his plan to take over the country his gypsy tribe spent most of their time in—Latveria. Doom enhanced his mystically-forged armor, adding many powerful electronic weapons and defenses to the armor's arsenal. He also constructed one of his first armored robots, a duplicate of himself, so that he could become the scientific advisor to King Vladimir of Latveria. His robot promised to bring Latveria to the forefront of the world's technical advances, and this would make Latveria the envy of all nations of the world. The king believed Doom's bombastic claims after a few minor demonstrations and allowed the robot to conduct its experiments within the castle. Soon, Doom knew all about King Vladimir, his family, and the castle.

Doom constructed a second robot, an exact duplicate of Prince Rudolpho. Doom captured the real prince and placed him in the most remote dungeon within the castle, an area rarely patrolled or visited. Doom tricked a minor count of the Draasen family into believing he had Doom's support in a coup for the throne, as Victor pledged his support for a new monarch on the throne of Latveria. The simple noble then assassinated the elderly King Vladimir, leaving Rudolfo the next target.

The Rudolfo robot, under the control of Doom, foiled an attempted assassination attempt on his life at the royal funeral of his "father," exposing the petty noble in front of many witnesses. The Draasen noble was quickly executed, and the robot executed its master program, feigning little desire for such a dangerous seat. Due to the sincerity and emotion of his claims (products of its complex programming), the people of Latveria believed and accepted that Rudolfo willingly abdicated the throne to the "stronger and more able" Victor Von Doom.

Doom's coronation was performed by the robot Prince Rudolfo. Victor quickly established a nation of peace and prosperity ruled by a stern dictatorship. Sequestered in the castle overlooking the newly-renamed Doomstadt, Doom used the resources of his new power base to further his dreams of conquest and revenge against the world and Reed Richards. During the next months, he built his greatest invention—the time platform.

Clashes Across Time and Space

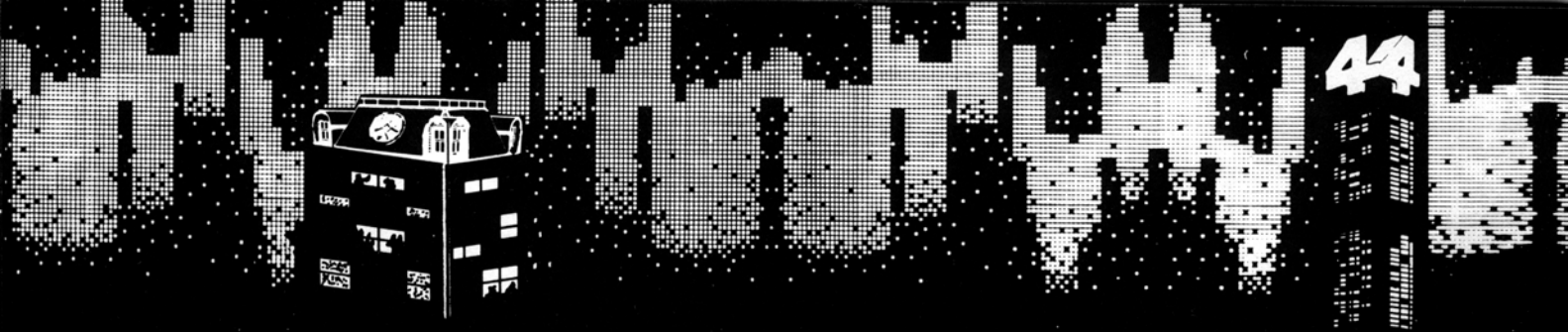
Dr. Doom officially began his criminal career after reading about Reed Richards, the man whom he believed responsible for his accident in college. He attacked his old classmate's team, the Fantastic Four, by throwing a huge electrified and flame-resistant net over the entire Baxter Building. When he announced himself to the Fantastic Four, Reed Richards recognized his voice as his old college rival, Victor Von Doom, and then related what he knew of Doom for his teammates.

Doom captured Sue Storm, the Invisible Girl, as a hostage, to make the rest of the Fantastic Four do his bidding, a strategy that easily succeeded. The Thing, Mr. Fantastic, and the Human Torch willingly allowed themselves to be imprisoned into Doom's helicopter, which then flew away at ultrasonic speeds to Doom's fortress in the Adirondack mountains. Using Dr. Doom's time platform, the Fantastic Four were forced to go back in time without Sue to get Blackbeard's treasure chest.

The Fantastic Four retrieved the chest but emptied it into the ocean and replaced the gems within it with chains. Dr. Doom wanted some specific gems amongst the common treasure, gems enchanted by the wizard Merlin to make their wielder invincible.

After Doom opened the chest and realized that he had been tricked, the Thing attacked and destroyed the Doom robot that had been masquerading as Doom. From a hidden location, Dr. Doom sealed the room the three male members of the Fantastic Four were in and began sucking all the oxygen out, intending to suffocate them. Sue Storm, invisibly, threw a cut-off switch and saved her teammates. The Fantastic Four escaped and tried to smoke Dr. Doom out of his castle. Doom managed to fly away with a flying harness and escape.

After his first defeat by the Fantastic Four, Dr. Doom sought out and gained the Sub-Mariner as a potential ally. Returning to Namor's undersea home, Dr. Doom persuaded Namor to help him fight the Fantastic Four. Doom demonstrated a device he named the Grabber, which used magnetic force to grab and move objects. Following a brief but convincing demonstration, the device was then dismantled and placed in the Sub-Mariner's belt buckle.



Chapter 3: Doctor Doom

Namor planted the Grabber in the basement of the Baxter Building and acted as a diversion, drawing the Fantastic Four's attention until Doom could act. Using the power of the Grabber, Dr. Doom began towing the Baxter Building into space with his aerosub.

Dr. Doom was finally beaten in this encounter by his ally, the Sub-Mariner. Namor got onto his ship and disabled it by absorbing the electrical energy Doom sent against him like an electric eel and sending it coursing back through the ship. Dr. Doom was forced to abandon the ship in space during a meteor shower, and he was seen fading into the distance holding onto a meteor. The Grabber was deposited in the ocean by Namor. Despite this defeat and shattered alliance, Doom and Namor would become allies many more times in the future.

"Reed's Not in His Right Mind..."

Doom was rescued off the adrift meteor by aliens known as the Ovoids. These aliens were able to live nearly forever by switching bodies with clones of their dying selves. Dr. Doom learned their secret of switching bodies and was returned to Earth by the benevolent creatures. He appeared at the Marvel Comics offices of Stan Lee and Jack Kirby, the creators that published the comic adventures of the FF. Forcing Lee to phone Mr. Fantastic, Stan asked Reed to come over and go over a current plot with him. Reed complied and, upon arrival, was captured by Doom.

Back at a secret laboratory, Doom revealed to Reed his rescue at the hands of the aliens. During his explanation, Dr. Doom secretly was preparing for the transference process that the Ovoids had taught him. Doom switched minds with Richards in time for the rest of Reed's team to show up and capture "Doom," actually capturing their own leader. The real Doom convinced the team to put their metal-clad foe into a plexi-glass chamber. When they asked about his air supply, "Reed" dismissed that as irrelevant, saying Doom had enough to survive. Trusting "Reed's" judgement, the Fantastic Four left the chamber. Dr. Doom gloated to the imprisoned Richards that he had one hour's worth of air left. After Doom left, Reed managed to escape his prison by jamming an oxygen container into a crack he made in the plexi-glass with Doom's armor, causing it to explode.

At the Fantastic Four's headquarters, Dr. Doom developed a reducing ray in order to shrink the rest of the Fantastic Four out of existence. As a rationalization for using this on them, he told the three of them that, by reducing them, they could gain better control of their powers as well as increasing their power's strength.

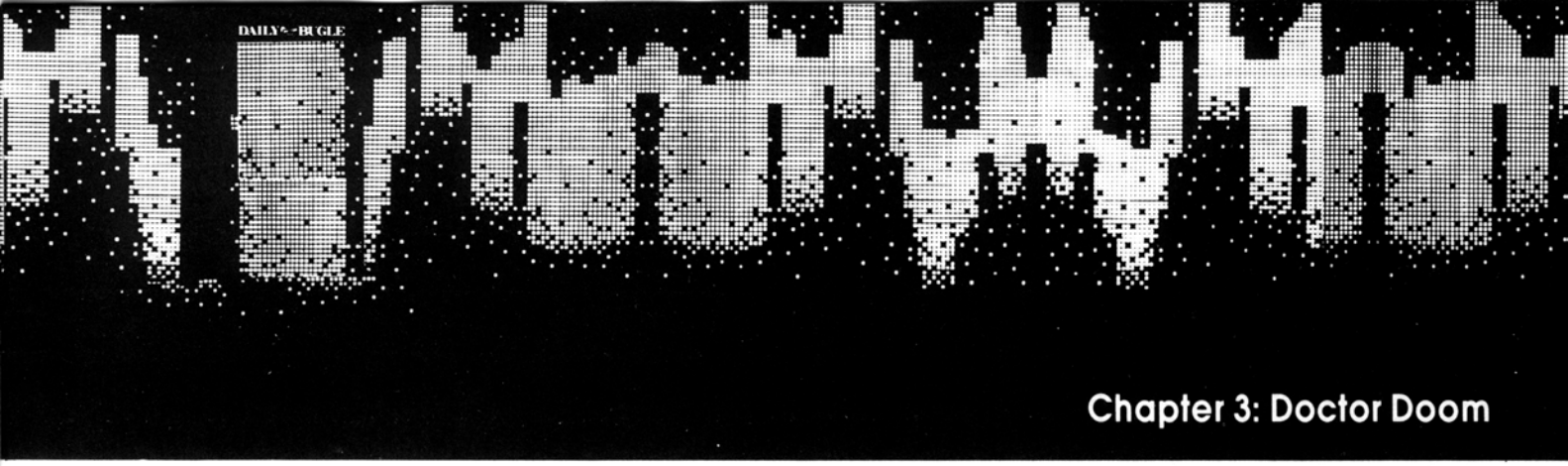
Richards, while still trapped in Doom's body, made it back to the city and appealed to the Thing's girlfriend Alicia Masters, telling her that he was actually Reed Richards. Sue Storm was there at the time, and subdued him, thinking he was their enemy. They brought "Doom" back to the Baxter Building, where "Reed" was preparing to shrink the team into non-existence.

Sue Storm was about to be subjected to the ray when the real Reed protested. Dr. Doom tripped him to stop the protestation and was about to continue the experiment when the Thing and the Human Torch became suspicious. The Torch created an illusion of a stick of dynamite in the room, which caused the real Reed to leap at the stick to pull out the fuse, saving the others, while Doom slithered up a vent to save himself.

Due to the shock of having his plans exposed, Doom lost his mental control over the mind-transfer and the two men's minds were transferred back into their own bodies. In the ensuing battle, Doom was struck by the shrinking ray and he shrank out of sight.

Some time later, inexplicably, the Fantastic Four randomly started to shrink. Each member of the team shrank individually and then was returned to normal size. Mr. Fantastic called upon Ant-Man to help them with this strange affliction. He gave them his shrinking and expanding elixir to help them in case this happened again. Richards decided to shrink the team down in an effort to find out who was behind these attacks on the FF. They shrank down and entered the Micro-World, ending up in a throne room facing Dr. Doom, the man behind their shrinking spells. He shrunk them down to the relative size of dolls and easily captured them.

When Dr. Doom had been accidentally shrunk down, he found the Micro-World with a peaceful ruling society. By subterfuge, he soon he had taken over the world. The former rulers, the King and Princess Pearla, were reduced in size and placed into a dungeon.



Chapter 3: Doctor Doom

From Micro-World, Doom had sent his shrinking ray and voice to Earth, playing a cat and mouse game with his enemies. The Fantastic Four members were thrown into the dungeon with the king and princess. While in the dungeon, the Fantastic Four learned from the princess that Doom was going to sell them all to a hostile alien race called the Tok, who would make them slaves forever.

On Earth, Ant-Man had discovered the remnants of his glass elixir containers on the floor in Fantastic Four headquarters. Deciding to follow the FF, he was promptly captured by Dr. Doom as well.

The Fantastic Four soon escaped their prison and began an assault upon Doom. They got back to Doom's castle and used the expansion ray there to restore them to the proper human size for Micro-World. The Thing batted the incoming Tok ship away and Sue Storm freed Ant-Man. Dr. Doom escaped through a hidden hatch and subjected himself to the enlarger ray, to get back to his normal size, escaping the Micro-World.

The Fantastic Four, upon their return from Pearla's world, began looking for Dr. Doom immediately. They were unable to find him, but Dr. Doom found them. Posing as an old, bearded janitor, Doom got close enough to each member of the Fantastic Four to affix a tiny, tissue-thin plastic disk to each of their hands. Dr. Doom then released four lighter than air robots that followed each member of the FF. The robots were attuned to the little disk so they followed the team members everywhere. The robots proved to be intangible and the Fantastic Four were unable to shake them until Mr. Fantastic discovered the disks and removed them from their hands. Upon removing the disks, the robots faded away.

The next stage of Doom's plans unfolded. He used a grappler beam to kidnap the Thing's girlfriend Alicia Masters from the street into his floating laboratory. He then used her as a hostage to protect him from the Fantastic Four while he issued his demands: a post in the U.S. President's cabinet. When the United States ignored Doom's demands, the evil genius caused all of the electronics in the US to malfunction. In desperation, the government called upon the Fantastic Four for aid.

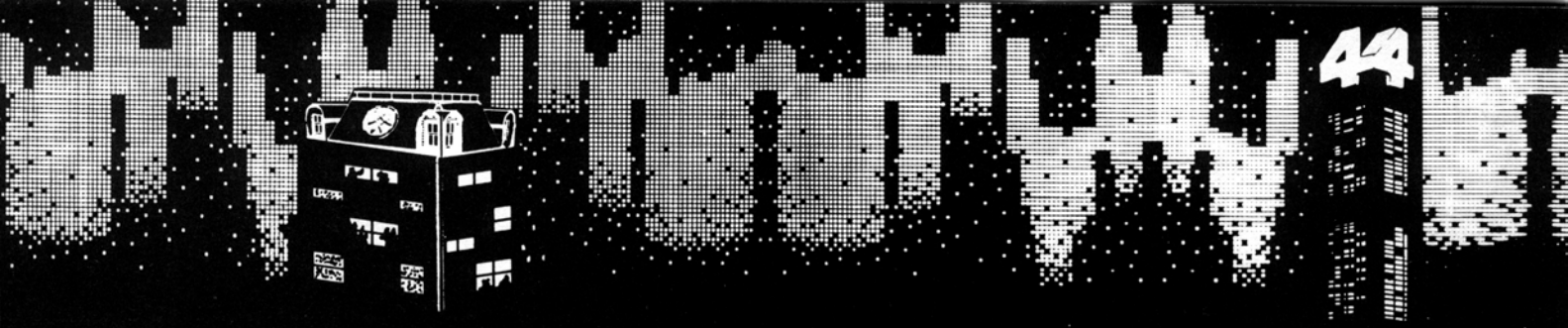
After discovering Doom's floating laboratory, hidden within a cloud above the city, Reed also found that Doom's robots had recorded the FF's atomic and molecular structures. Doom had connected this information into his disintegrator defenses so the ray would automatically destroy anyone matching those body patterns, namely his greatest enemies. To counteract this defense, Richards devised a serum that would change the Thing back into Ben Grimm for a short period of time, thereby changing Ben's molecular pattern. Ben penetrated the defenses and, returning to his Thing form, destroyed them from within. The Fantastic Four rescued Alicia and forced Doom to flee his flying headquarters by leaping into the clouds below.

Pawns and Kings

Surviving the plunge from his flying laboratory by using a jet-powered flying belt, Doom tried once again to gain an ally so he could beat the heroic foursome. He sent a message to Spider-Man using a Spider-Wave Transmitter; at the time Spider-Man was unknown as a hero or criminal, but Doom thought he might ally against the Fantastic Four. The young hero responded but rejected an alliance with him.

Having been abandoned, Doom now wanted revenge. Doom fashioned a Geiger counter-like device that centered on a spider's impulses, hoping to find and capture Spider-Man to use as an ally. With Spider-Man out of sight but nearby, Doom caught a costumed Flash Thompson, a classmate of Peter Parker's, by mistake. Spider-Man arrived and fought Doom to a standstill until the Fantastic Four appeared in the Fantasti-Car. Not prepared to confront them, Doom made a strategic withdrawal and escaped.

Doom later bailed 3 criminals out of jail: Bull Brogin, "Handsome Harry" Phillips, and Yogi Dakor. Each criminal possessed a quality that Doom needed for his most recent plan to destroy the FF. He used the XZ-12 machine to increase a specific ability or aspect of each person. Bull Brogin gained increased strength, Harry Phillips's hearing become sensitive enough to hear a feather falling, and Yogi Dakor's resistance to flame was magnified until he was nearly invulnerable to flame.



Chapter 3: Doctor Doom

Doom sent each of these people out to capture the Thing, the Invisible Girl, and the Human Torch, a task which they all respectively accomplished. The reward for his minions' success was to be transported to another dimension until he had need of them again.

Using a robot that looked like the Thing, Doom managed to capture Mr. Fantastic himself. Dr. Doom held the captive heroes in a recently purchased warehouse specially treated for his revenge against Richards and his team. Doom had coated the room with ionic powder, a unique compound that captured energy from a daily solar wave phenomenon and transported what it touched into outer space; effectively, the dust and the solar wave would turn the room into a teleportation device, shunting the room's contents to an unknown point in outer space. The Fantastic Four broke free and fought Doom again, unaware of the danger of staying in the warehouse. Dr. Doom escaped the room just as the solar wave was about to pass over it. The room began to disappear around the heroes, leaving them only space to fall into.

Sue Storm caught Doom with her invisible force field and held him pinned to the outside of the room, vowing that if the Fantastic Four were to lose, they would take Doom with them. Doom came back into the room through a secret panel, attempting to save his life by getting rid of the remaining ionic powder, but it was too late. Doom fell out of the rapidly vanishing room and was cast adrift in space while the Fantastic Four crawled back through the secret panel to safety.

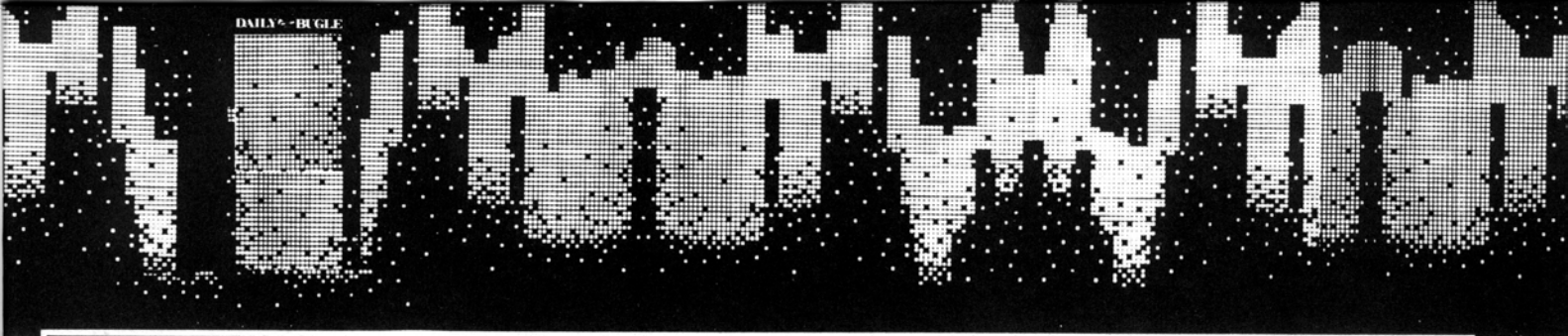
The three criminals given enhanced powers by Doom returned three more times in the intervening years to plague the Human Torch and the Thing. When Doom was adrift into space after his last attempt to defeat the Fantastic Four, his three prisoners were released from their extra-dimensional prison. Upon each release from prison (whether in other dimensions or on Earth), they attempted to defeat the Fantastic Four one member at a time. Their teamwork was always sporadic and their plans were too often fixed on the FF's defeat. Needless to say, their efforts met with failure each time. Their last foray proved to be their most embarrassing, as they were defeated by the Thing and the Impossible Man.

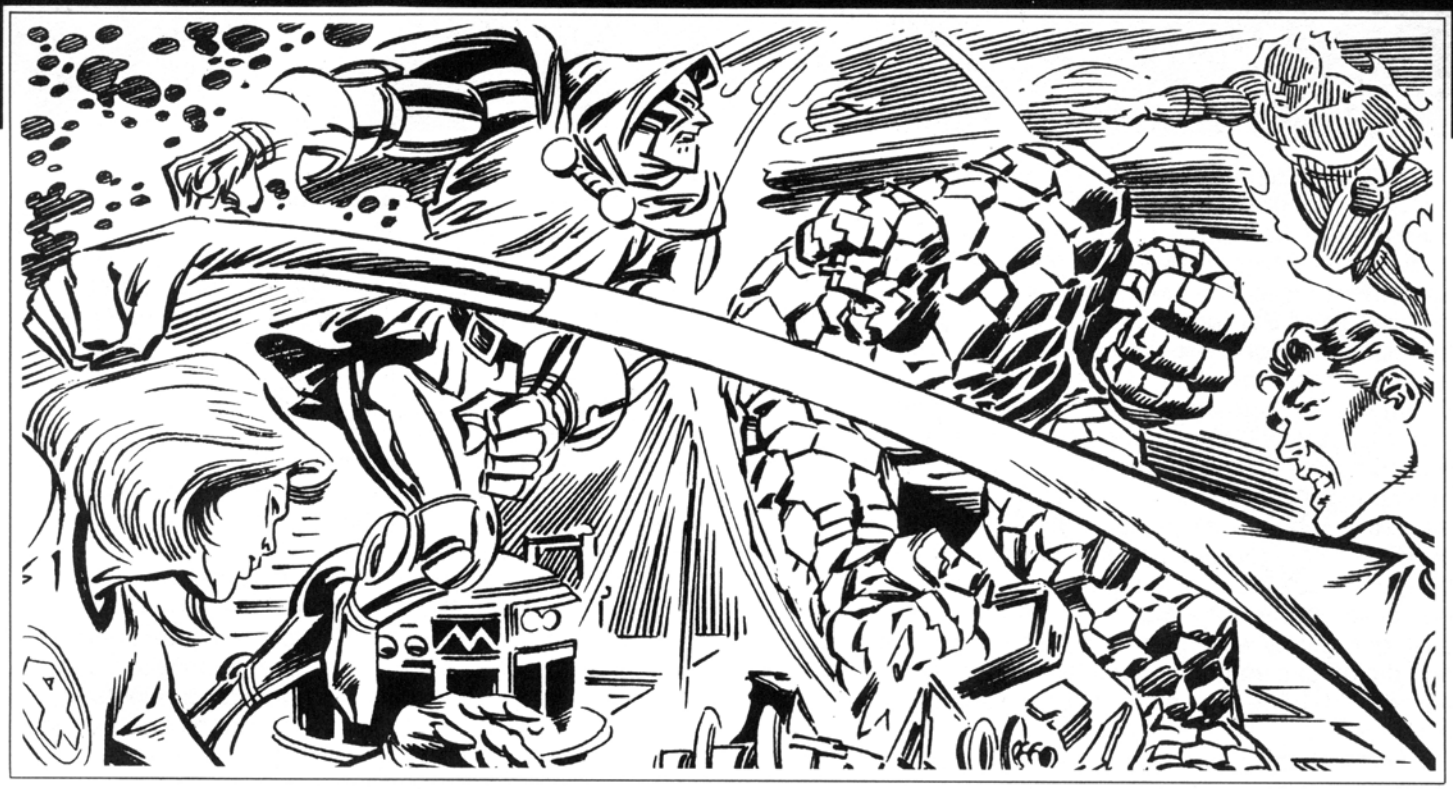
Doom drifted aimlessly in outer space for a number of days after his ionic dust trap teleported him there, his armor's internal oxygen supplies sustaining him. A ship discovered Doom floating in space near Jupiter, his oxygen supply severely depleted. The ship's pilot and occupant—Rama-Tut, a time-traveling criminal and self-proclaimed pharaoh of ancient Egypt—drew Dr. Doom inside the ship's airlock and rescued him from certain death. Rama-Tut sent Doom back to Earth to get revenge upon the Fantastic Four for both of them, as Rama-Tut had clashed with the Fantastic Four before.

The Fantastic Four were invited to an official embassy reception, given by Ambassador Gorzenko of Latveria, to receive a scientific fellowship. They accepted, unaware that Doom now ruled in Latveria (For a number of months after Doom's ascension to the throne, all the world knew was that someone called "the Master" sat on Latveria's throne.). For the dinner, Doom treated a native juice drink with chemicals so the heroes reacted to illusions that Doom wanted them to see. Only Reed didn't drink, keeping him free of Doom's influence.

Due to Dr. Doom's manipulations, the Fantastic Four started fighting each other, Doom gloating in the background. With Reed's help and Doom's presence revealed to the others, the quartet was eventually able to resist the effects of the illusions. Heading back to the Baxter Building, they found Doom waiting for them.

Since he was the one with whom Doom had a grudge, Richards proposed a one-on-one showdown of his mind versus Doom's. They toasted each other, Reed vowing that this was their final battle, and then engaged the Encephalo-gun for their duel. The gun pitted one psyche against another, the loser being sent to a timeless and inescapeable limbo. Dr. Doom saw the leader of the Fantastic Four disappear in front of him and declared himself the winner of the battle. He ignored the rest of the FF and left, leaving them quite befuddled. Reed Richards was still in plain view to his teammates. Reed had given Doom the tainted Latverian berry-juice and, with his strong mind, planted the illusion of his defeat in Doom's mind. With Doom's strength of will focused on believing this illusion, it would be a number of months before he could break free of it.





Battle of the Baxter Building and Beyond

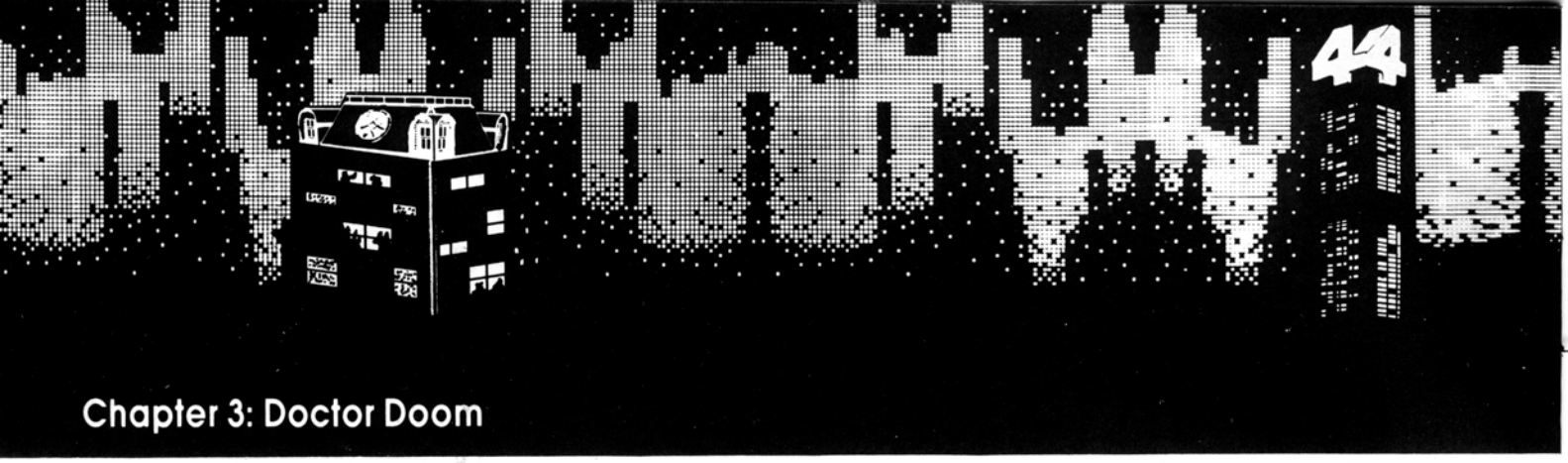
As a result of a battle with the Frightful Four, the Fantastic Four had lost their powers. Reed tried to create devices to imitate their powers so their enemies wouldn't know how helpless they really were. He was less than successful and, fearing the worst, contacted Matt Murdock, the team's attorney. Matt, secretly the blind hero known as Daredevil, was given power of attorney to continue the work of the team's charitable foundation should anything happen.

Meanwhile, Dr. Doom was being entertained in Latveria by a magician, still believing he had defeated Mr. Fantastic in their last encounter. The magician tried to hypnotize Doom for his act and discovered that he was already under another spell of hypnosis. He removed the illusion of Richards' victory and Doom now knew that he had actually been defeated. He set out again, more determined than ever, to destroy the FF.

Dr. Doom, not knowing of the team's weakness or the presence of Matt Murdock, struck when the team at their weakest. He landed his Gyroscopic Aircraft on top of the Baxter Building and pelted the warehouse with energy blasts. Doom then took over the Baxter Building's defenses and used them against the Fantastic Four. The quartet was nearly defeated until joined by Daredevil, who left as Matt Murdock just before the attack started.

Doom quickly discovered that the Fantastic Four was powerless and decided to toy with his foes and enjoy his enemies' misfortune. With Daredevil acting as a decoy to draw Doom's fire, the Fantastic Four made their way to the Baxter Building. Reed hoped to use an experimental machine in the building that could restore their powers.

Daredevil managed to sneak into the room where Doom was and quickly engaged the armored villain in a battle. While the Fantastic Four took the elevator towards the 35th floor, Daredevil kept Doom occupied, buying the team time to reach the top floors. Doom managed, in the middle of his fight with Daredevil, to push a button to destroy the elevator. The Fantastic Four escaped the trap and climbed up one more flight to their destination. Ben and Johnny attacked Doom in their normal human forms with no effect other than giving Daredevil a rest.



Chapter 3: Doctor Doom

Reed and Sue made it to the stimulator machine and it restored their powers. Richards quickly grabbed Ben from the clutches of Doom and irradiated Johnny, restoring his flaming powers. To fight the Torch, Doom used the refrigeration unit in the room, freezing the foursome and Daredevil in the process. Reed countered by opening a high-pressure steam valve, thawing the heroes out, but the steam and confusion allowed Dr. Doom to escape to another part of the building.

Ben once again had to become the monstrous Thing again in order for them to stop Dr. Doom. He found Doom putting together pieces of Reed's nuclear devices to make a bomb. In a fierce battle, the Thing, fueled by his anger at Doom for forcing him back into this monstrous body, exhausted Doom's defenses and crushed Doom's hands and parts of his armor. Richards stopped him, saying that they weren't murderers and that Doom still had diplomatic immunity. Besides, Victor had suffered his worst defeat—Ben had broken his spirit and crushed his pride.

After his humiliation at the Baxter Building, Dr. Doom lay low, allowing his physical wounds to heal and his hate to burn even brighter. Not content to wait and face them when he regained his strength, Dr. Doom coordinated an attack on the Fantastic Four during Reed and Sue's wedding. Using his high-frequency Emotion Charger, Doom attracted a multitude of supervillains to the wedding and caused all of them to attack the heroes. Fortunately for the new couple, many friends and heroes were at the wedding as well; while the wedding preparations proceeded, the Avengers, the original X-Men, and many other heroes kept the villains from ruining the day. Reed finally got a machine with the help of the Watcher and sent all the attacking foes temporarily into the past where they wouldn't be affected by Dr. Doom's machine.

Doom's hands quickly healed, and he immediately baited the Avengers to come to Latveria in search of Quicksilver and the Scarlet Witch's long-lost aunt. Doom hoped to defeat the Avengers in order to intimidate the Fantastic Four, his real foes. The Avengers quickly discovered the ruse, and Doom trapped them within Doomstadt. They swiftly fought and defeated Victor in Castle Doom and escaped his vengeful clutches.

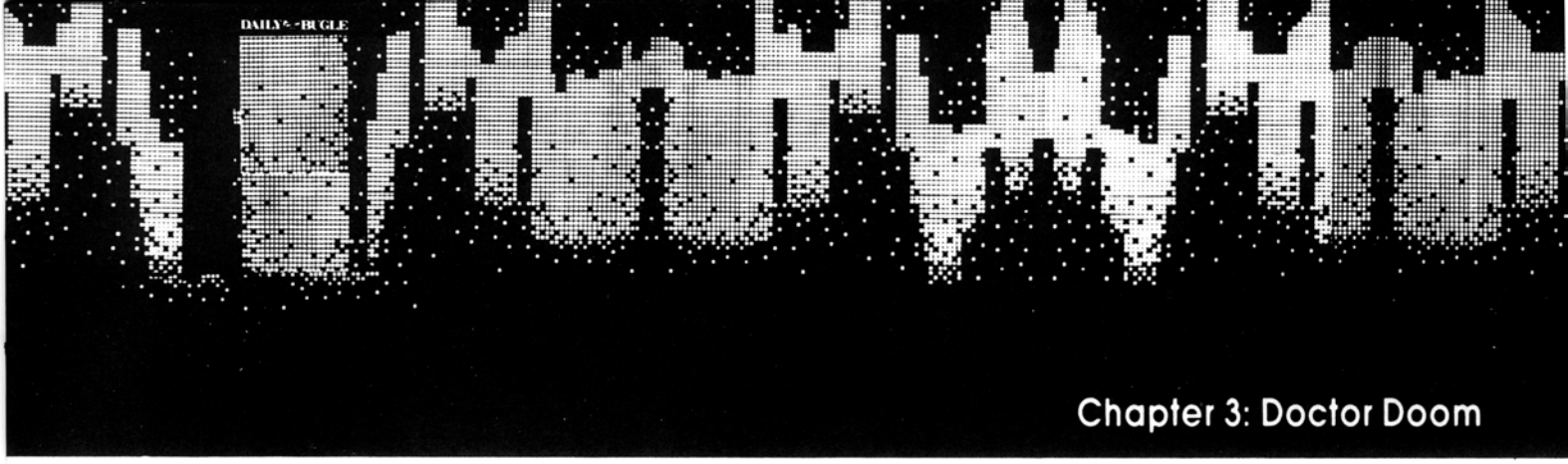
Beware the Power Cosmic

Doom always made it a habit to know everything there was to know about beings of incredible power on the Earth. Soon after Galactus' first coming to Earth, Doom became aware of his exiled herald, the Silver Surfer. Realizing the power to be found in such a pawn, Victor prepared a plan to make such power his own. Within months of his arrival on Earth, the Silver Surfer came to rest on one of the mountains close to Castle Doom. Dr. Doom noticed him and sent a royal summons to the alien being, inviting him to the castle. The Surfer accepted out of curiosity and flew to the castle. Once there, Dr. Doom questioned the Surfer, learning as much as possible about his visitor's energy powers.

Dr. Doom led the Surfer through Castle Doom, partially convincing him that Doom worked for the benefit of mankind, not its domination. The tour continued until a lone monitor captured the Surfer's attention with a view of the vast reaches of space. The herald's thoughts focussed on space, Dr. Doom had an apparatus clamped onto him and he caught the Surfer unawares, draining all of the Surfer's cosmic energy through his own equipment and into Doom's body. With the stolen Power Cosmic, Doom also gained control of the Surfer's board as well.

Flushed with power, Dr. Doom immediately set off on the board to destroy the Fantastic Four. He attacked the Thing first and defeated him by using vibration rays from his eyes to transform his foe into a living statue. He continued his assault with the Invisible Girl, Mr. Fantastic, and the Torch, the three proving no match for Doom's power. His greatest enemies at his mercy, he decided to let them live the rest of their lives out in hopelessness, knowing that they had been beaten easily. With typical arrogance, he dismissed them as not even important enough for him to destroy.

Doom flew around the Earth, proving his superiority to the masses by causing chaos and destruction everywhere he went. Altering an island paradise into a frozen wasteland was only one of Doom's displays of might, causing world-wide panic. Doom easily defended himself and Latveria against various countries (and one impetuous Human Torch) intent on stopping him. All the while, Reed was feverishly working on a device to stop the seemingly all-powerful Doom.



Chapter 3: Doctor Doom

For a time, it seemed that the power had overwhelmed Victor, his actions and deeds with the Power Cosmic bordering on madness. Unfortunately, his plan soon became known—Doom was preparing to take over the rule of every country in the world, his shows of power demonstrating that no one could stop him. The Fantastic Four arrived in Latveria and fought Doom, trying to stall Doom for as long as possible. Just when Doom tired of fighting his old foes, Reed's fully operational Anti-Cosmic Flying Wing appeared and drained some of Doom's power. It drained only some of the power, causing Doom to believe that the invention had failed. In his triumph, Doom raced after the wing to destroy it with a cosmic bolt. Richards had planned on this and had programmed the wing to head out of the Earth's atmosphere. Doom raced toward outer space, and ran headlong into the invisible barrier around the Earth set by Galactus to enforce the Surfer's exile. The empty board returned to Castle Doom, restoring it and the Power Cosmic to its true owner. Doom set himself up as a god and truly fell from grace and power.

Dance with the Devils

After months of recovery from re-entry (protected by his armor), Victor decided to defeat the Fantastic Four by posing as Daredevil. He would gain his revenge upon Daredevil for his role in the battle for the Baxter Building and it would lead to the defeat his greatest foe, Reed Richards. Capturing Daredevil and bringing him to the Latverian embassy's hidden basement, he used a Mind transferral device to switch bodies with the blind superhero. The device artificially harnessed the ability taught to him by the Ovoids years earlier.

Doom locked up Daredevil and went to destroy Reed and his friends. Daredevil, in Doom's body, easily escaped his prison but couldn't warn the FF about Doom's pending attack. Daredevil was, however, able to pose as Dr. Doom and ordered Latveria to wage war on all its bordering nations. The real Doom, not wanting to so endanger his country, swiftly returned to the embassy and reversed the mind-transfer. Daredevil smashed the machine to prevent Doom from using it again. Doom allowed Daredevil to leave unscathed.

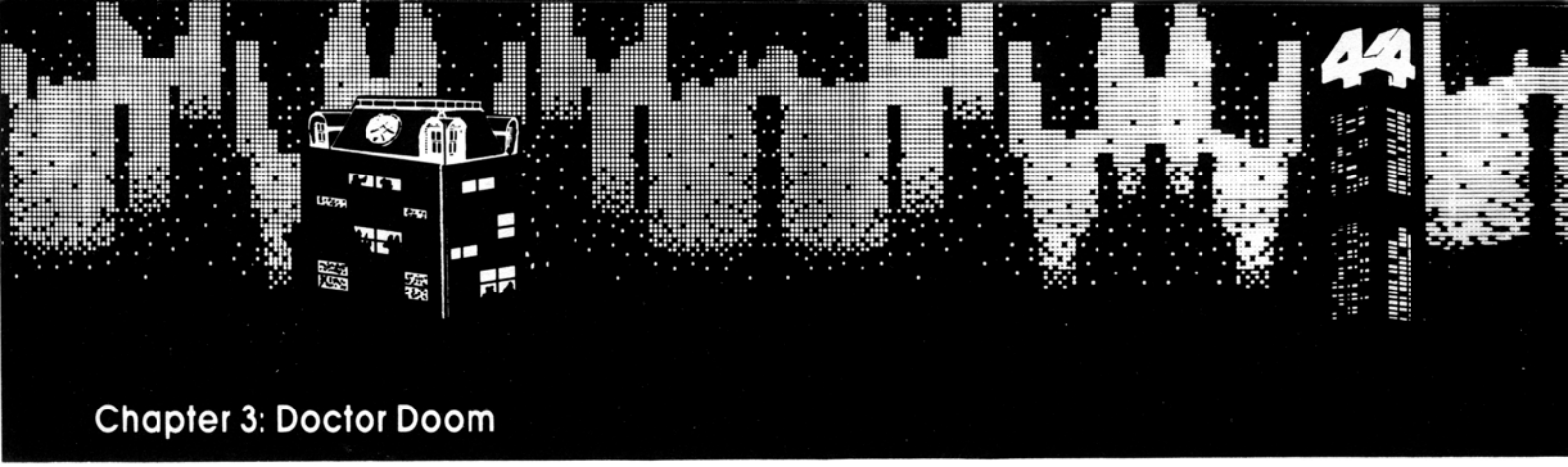
Recently returned to Latveria, Dr. Doom was studying holographic recordings of his last encounter with the Fantastic Four when the images came to life and attacked him. Using his armor, Dr. Doom easily defeated the images, the images apparently brought to life by the alchemist Diablo. Diablo offered an alliance but Doom refused, saying that his destiny and his ambitions are his own. They fought to a standstill until Diablo conjured the image of a woman trapped by bonds of energy. Doom recognized the woman from his past—Valeria, his childhood playmate grown into a beautiful woman.

Diablo threatened Doom with harming the captive woman if he did not comply with his wishes. Diablo disappeared, promising to return shortly for Doom's decision. Dr. Doom reminisced on his past love, but believed that no one, not even he, could love such a scarred and disfigured person like Doom. Diablo returned and, not wishing Valeria any harm, Doom agreed to be his partner for the present.

Dr. Doom found Diablo and Valeria ensconced in his castle in upstate New York. Diablo's plan was ambitious and thoroughly deadly: use Doom's Time Machine to go into the past and launch a multitude of satellites into orbit around Earth, holding the world hostage with the threat of instant annihilation and establishing themselves as rulers. While Diablo revealed his plan, Dr. Doom threw up a force field around himself and Valeria, easily shattering her bonds simultaneously.

Diablo and Doom fought once again. With Diablo thinking that he had lured Doom onto the Time Machine platform, the alchemist threw the switch to hurl Doom into the timestream. Unknown to Diablo, however, Doom had altered the machine's controls and Diablo was haplessly hurled through the timestream, emerging eons into the future to a barren, decimated Earth.

In his arrogance and misplaced passion, Doom assumed that he and Valeria would try to rekindle their love and reclaim the lifetime together they had missed. Valeria surprisingly told him not to touch her. She had witnessed him gloating over the defeat of Diablo and realized that nothing of the Victor she had known remained, only the dreaded power-mad Dr. Doom was there. She left, vowing they'd never meet again.



Chapter 3: Doctor Doom

Battleground Latveria

After a prolonged battle in the Great Refuge against Maximus, the Fantastic Four (Reed Richards, Thing, Torch, Crystal) was flying back to New York to see Sue and Franklin when intercepted by Nick Fury. He had in his possession a purple robotic hand, a mere part of a secret robot army being formed in Europe. He asked the Fantastic Four to help stop the creation of that army. The heroes recognized their enemy's handiwork and headed toward Latveria. They entered Latveria, waiting for Doom to capture them. A robot army easily succeeded in capturing the FF despite some resistance.

Each of the Fantastic Four woke up in luxurious surroundings more fit for a hotel than a prison. While they were unconscious, Dr. Doom subjected them to his Hypno-persuader, which had caused the Fantastic Four to lose the use of their powers through hypnosis. The heroes were treated as honored guests in Doomstadt. Dr. Doom was preparing an army of invincible robots and, as the final test, he planned to release them against the village. Before Doom could ready his contingency plans, the robots got out of control, escaped from the castle, and headed for the village to destroy it.

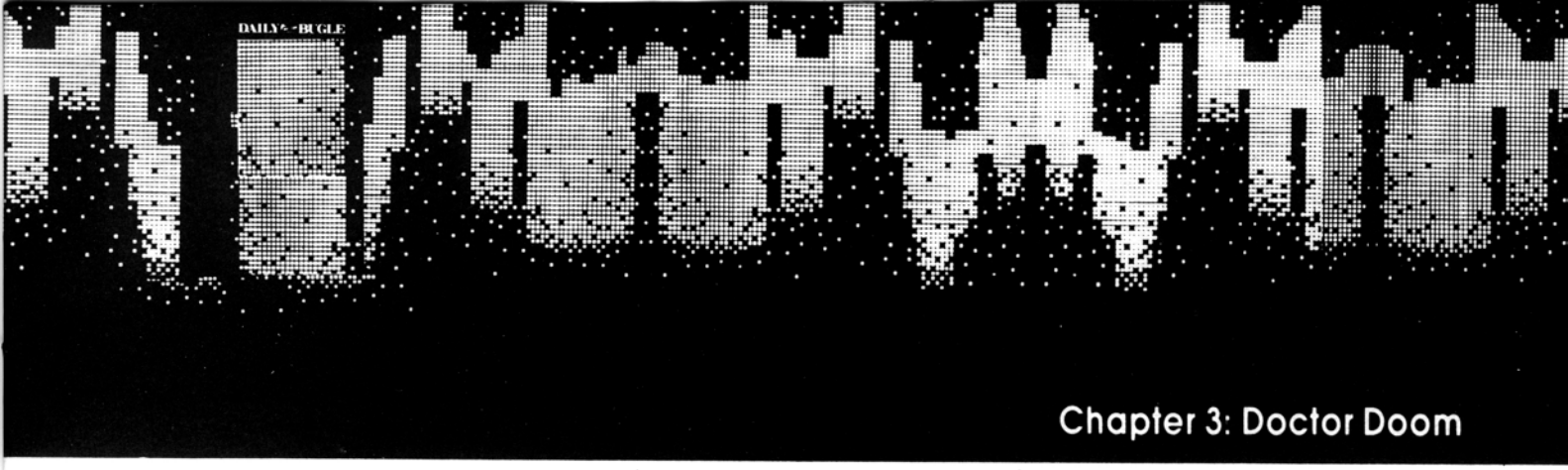
Whether it was due to the stress of the situation or the strength of will of the heroes, the Fantastic Four slowly regained their powers as they fought the robots. The fight was long and difficult until Reed deduced that the robots were too heavy to swim, and the robots were then herded toward the nearby lake. When Dr. Doom realized that the FF was near triumph again, he revealed to Hauptmann, his senior scientist, that he had planted huge amounts of deadly explosives beneath the village.

Doom, in his rush to destroy the FF, detonated the explosive devices without thinking of his people. In his rage to decimate his hated foes, he caused the deaths of more citizens of Latveria in one instant than at any time since Latveria's bloody civil wars. One small section of the village survived the explosion, protected by the arriving Invisible Girl's force field. Sue saved the Fantastic Four and many of the villagers, a contingency Doom hadn't accounted for in his plans.

The five heroes stormed Doom's castle, where their foe was preparing a cultural reception for them. Dr. Doom wanted them to reach his music room, the chamber specially prepared for his concerto on a special piano which could attack targets with hyper-sound. The team made its way through the halls of Castle Doom with little resistance until the two female members of the Fantastic Four were separated from the men by a trap door. While Mr. Fantastic, the Thing and the Torch fought through more robots and guards, the women were sitting down to a quiet dinner with Doom.

Doom was preparing to play a composition of his own when in the adjoining art gallery, Hauptmann had discovered that Doom's official portrait painter was actually an agent of SHIELD. Armed with a flame thrower, the loyal aide attempted to kill the spy, but the male members of the Fantastic Four tried to stop him. Hauptmann, trying to win favor with Doom, decided to douse the entire gallery with flame and kill everyone in the room. Dr. Doom watched Hauptmann and the heroes on hidden monitors and couldn't allow his servant to destroy the priceless works of art collected in that room. Instead of using it against his sworn enemies, Dr. Doom directed the Hyper-sound from his piano directly at Hauptmann, the forces killing the lackey. Doom allowed the Fantastic Four to leave, saying that he was weary of the game. No one lost and no one won, but they had only survived to fight another day.

Historian's note: Current histories of Latveria have yet to officially mention the destruction of Doomstadt in writing. A number of theories prevail, none of which has met with sparkling approval from the Master. The first suggests that Doomstadt was destroyed by the American SHIELD agency, fearing the robot army's destructive power. A second theory proposes that Doomstadt's buildings were all due for demolition and Doom did just that while executing a village filled only with criminals. The third theory says that Doomstadt's populace was removed and replaced by robots, fooling the Fantastic Four into wasting time protecting others instead of themselves. The only truth known in this matter is that 80% of Doomstadt was destroyed that day, and it still hasn't rebuilt itself to one-third of its former size to this day. Reed Richards asserts that the account given above is true, and suggests that the surviving villagers have been hypno-persuaded into forgetting the entire incident.



Chapter 3: Doctor Doom

Months later, after overseeing the reconstruction of Doomstadt by his robots, Dr. Doom was in the Latverian embassy in New York when the Sub-Mariner inadvertantly took shelter there. Victor tried to attract the Sub-Mariner as a partner, wanting to use the Atlantean army as a major force to conquer the world, but Namor refused such an alliance. Doom captured Namor by using heat rays that dehydrated him and restrained him with metal tendrils. Namor desperately tore his bonds in half, the resulting arcing electricity sparking off a blaze within the embassy. Firefighters arrived on the scene and sprayed water through a window, luckily dousing the Sub-Mariner. The water gave him enough strength to break through the walls and escape Doom's trap.

Also, during this relatively peaceful time for Victor, he constructed what has been considered the ultimate strategic computer—the Prime Mover. This machine, limited in movement by its attachments to a large computer, essentially plays games with the doctor, its first game involving the manipulations of the fledgling SHIELD organization and the Yellow Claw. Since its creation, the Prime Mover has even tested its skills against the ultimate game-player—the Grandmaster.

A few weeks later, a young woman named Cosette was picketing outside the Latverian embassy, protesting Doom's tyrannical rule. The Asgardian Avenger Thor saved the woman from a mob angry about her protest—they didn't want any trouble. After her rescue, Thor, in his identity as Don Blake, heard the following story. Doom had captured her father, Professor Lafarge, and, using her as a hostage, forced him to work on missile silos. Years later, she was able to escape, and has been trying to liberate her father since.

Don Blake was kidnapped to Latveria when Doom thought the doctor able to fix Doom's ravaged face with plastic surgery. When this was found to be a hoax, Blake was imprisoned; he later managed to escape as Thor. Doom and Thor eventually fought each other, with Thor emerging as the victor. The missile silos were also destroyed by Thor, though his rescue attempt ended in tragedy as Cosette's father succumbed to greed, wanting to stay only for Doom's money—he was killed by his own bullets deflected by Thor while resisting his rescue.

Rebels and Revenge

Dr. Doom was attempting to create the ultimate weapon—a super-powered being powered by cosmic rays with the same brain patterns as Doom himself. With an army of these beings, Doom thought he could conquer and rule the world. This project was being conducted deep within the lower levels of Castle Doom.

In old catacombs somewhere beneath the Latverian kingdom, Prince Rudolfo planned his rebellion and revenge upon Doom, basing his plan upon a girl named Ramona. She quickly gained entry to the castle by staging an accident, but Doom quickly unearthed the truth about her by using his Hypno-Probe—she had been planted here to aid Rudolfo regain the throne. Later freed from the hypno-probe's influence by a transmitter implant, she interrupted Dr. Doom while he programmed the Doomsman with his brain patterns and actually saw Doom's unmasked face. She took the chance to destroy Doom's equipment, plunging the castle into darkness and signalling the start of Rudolfo's attack on the castle.

Meanwhile, the Doomsman was bathed in cosmic energy run rampant and came to life. The android easily snapped his chains and broke out of the castle, disappearing into the darkness before Doom could establish control over him. The battle for the castle was fierce and seemed too close for any to claim victory. Just as Rudolfo believed he had destroyed Doom, he was distracted and confused by holograms and robots. Using these distractions, Doom defeated his foes with an aural hypno-probe to place them under his control from afar.

The captured Rudolfo was soon revealed as a robot—the very robot Doom built to impersonate Rudolfo at his coronation! While the real Rudolfo had languished in a dungeon cell, the robot had abdicated the throne of Latveria to Dr. Doom. The night of Doom's coronation, both Rudolfo and the robot were liberated from the clutches of Doom. Instead of surrendering any further information, the robot flung himself through a wooden door, and a guard blasted the fleeing robot, destroying it.

In the mean time, the rebel leaders—Rudolfo and the Faceless One—had attained an uneasy alliance with the wandering Doomsman. Armed with weapons provided by the Faceless One, the rebels attacked again. This time, they defeated the robot guards and forced the real Doom

to enter the fray. While Doom was on the battlefield, the Faceless One and the Doomsman snuck into the castle. Doom raced back to his castle to find the previously captured rebels escaping. He confronted the Faceless One and their personal forcefields negated each other's attacks. Then the Faceless One called forth the Doomsman to aid in his fight against Doom.

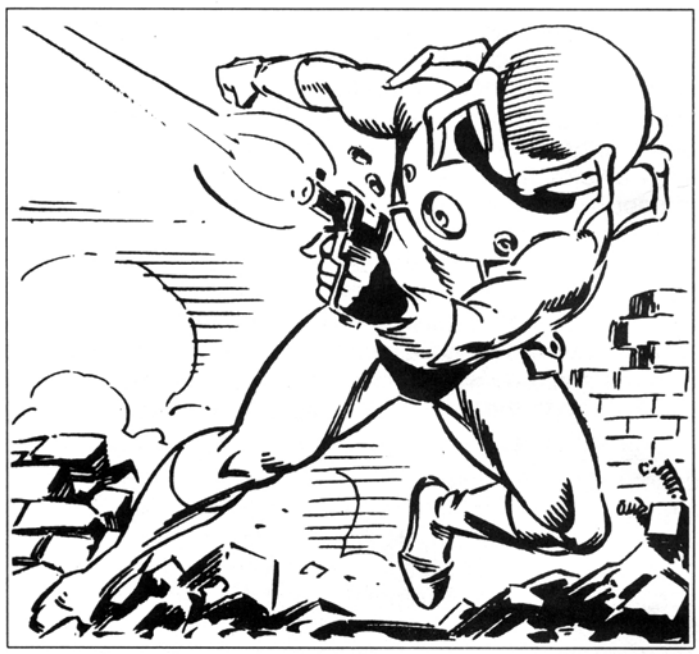
Dr. Doom, in a desperate attempt to stop the Doomsman, performed a Mind Fusion. Since the android's brain shared Doom's brain patterns, the action succeeded and Doom took control of his creation. They then attacked the Faceless One. During the fight, it was revealed that the Faceless One was an alien, its true body being a sphere with six spider-like legs. The creature initially escaped and took over Doom's weapons. Using the arsenal at its disposal, the Faceless One bombarded Doom with every weapon it could call upon to use. Doom disappeared and his foes thought he was defeated.

Rudolfo immediately was proclaimed the liege of Latveria, but his reign was extremely short-lived. A huge visage of Doom appeared in the sky, telling the "victors" they had won the dominion of an earthquake. As the castle rested upon a fault line and Doom had activated a vibration machine, Castle Doom was destroyed and the rebellion crushed. A group of the rebels, including Rudolfo, escaped with their lives.

After calling the Doomsman to him through Mind Fusion, Dr. Doom released his creation from control. Victor knew he could not stop the creature from constantly attacking him when his guard was down and Doom was forced to teleport the android to another dimension, where it was to remain forevermore.

Rise of the Red Skull

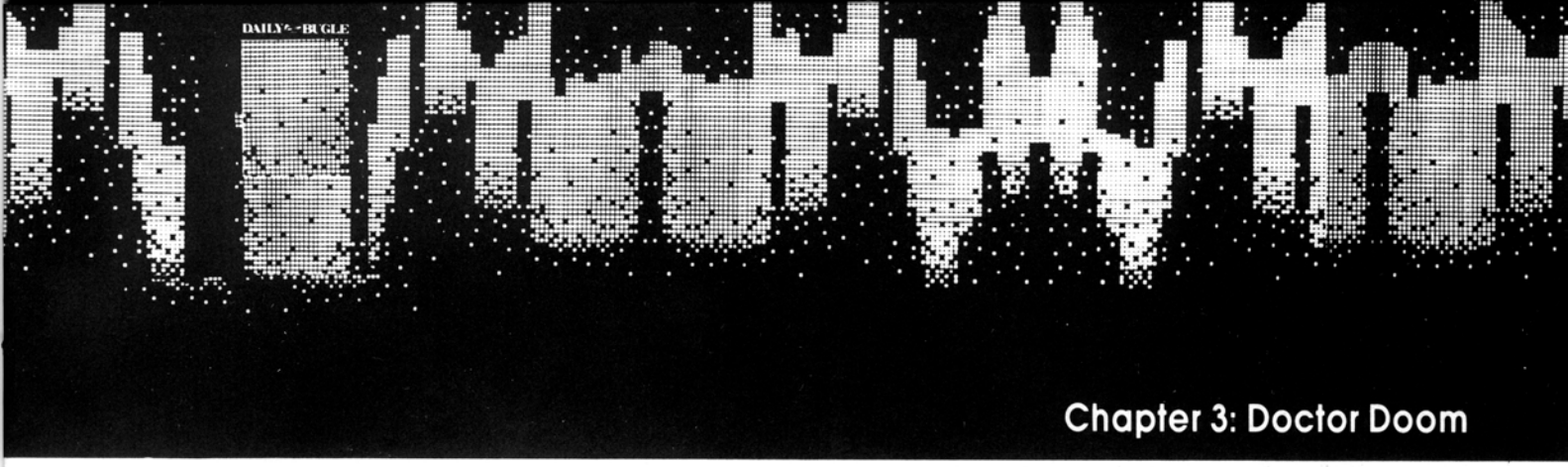
With the destruction of the rebellion complete, Doom began the reconstruction of Castle Doom. Giving his plans over to his minions, Doom went to the Riviera while his castle was being completed, preferring not to dirty his hands with menial construction work best left to robots. After being accused of rigging games of chance with his electronic armor, Doom destroyed a casino as a lesson. Doom quickly found the vacation spot of Europe's jet set uninteresting and returned to Latveria.



In Doom's absence, the Red Skull and his minions invaded the Latverian capital in an attempt to take over a country with a population easily molded by their leadership. Since Doom had also been a dictator here, the Red Skull assumed that the citizens were no better than sheep who would blindly follow any master. They succeeded in taking the castle and consequently the country of Latveria.

Doom returned to Latveria and was immediately attacked by his own guards. He quickly found out who was behind the coup, but was unexpectedly captured by the Skull's forces. Doom woke up encased in an adamantine sarcophagus, the Skull placing him on public display to humiliate his foe. While trapped, Doom absorbed the sun's rays through the adamantine shell, and his thermo-energizer in his armor absorbed enough heat to break free of his prison.

Doom blasted his way beneath the wall of his castle and entered the grounds through a secret underground passage. Cutting off the main power and going above, he defeated them all and knocked them unconscious with a



stream of gas. When the Skull and his allies awoke, they found themselves reduced to mere inches in size. Doom put them in a small rocket and sent it flying off into the distance. They were actually hypnotized into believing they were tiny, an illusion that would wear off by the time they reached their destination.

Soon after this, Doom also began the restoration and updating of Baron Drassen's abandoned castle as a secondary home, to be used in the future if Castle Doom were again damaged. Doom kept his active use of this castle a secret from all but a few people.

Black Panthers and Behemoths

Doom was always in search of cutting edge technology and the many secrets of others. Through various methods, Doom found that the rare vibration-absorbing element Vibranium was located only in the African country of Wakanda. Using a nuclear powered excavator to tunnel his way to Wakanda, Doom planned to steal Vibranium to construct missiles that would never be set off-course by vibrations (a problem that has long since been corrected).

Upon arriving in Wakanda, Dr. Doom caused a slight earthquake and awakened a dormant volcano by his underground activity. Wakanda's King T'Challa, the Black Panther, rushed to investigate these occurrences and confronted Doom underground. Confronted by T'Challa with one of Wakanda's advanced energy weapons, Doom challenged the king to personal hand-to-hand combat. Not fully knowing the capabilities of Doom's armor, T'Challa was baited into putting his weapon down and was quickly subdued by a force bolt from Doom.

Mechanical problems slowed Doom's approach to the metal Vibranium, allowing enough time for the Black Panther to escape his captor. After escaping the ship, T'Challa threatened to shoot the vibranium with a potent energy weapon unless Doom agreed to leave and renounce any efforts to gain it. The metal was highly unstable in its unrefined state and would have exploded, killing Doom and the Panther. Doom acquiesced and left, leaving T'Challa to wonder if he actually would have shot his nation's main source of power.

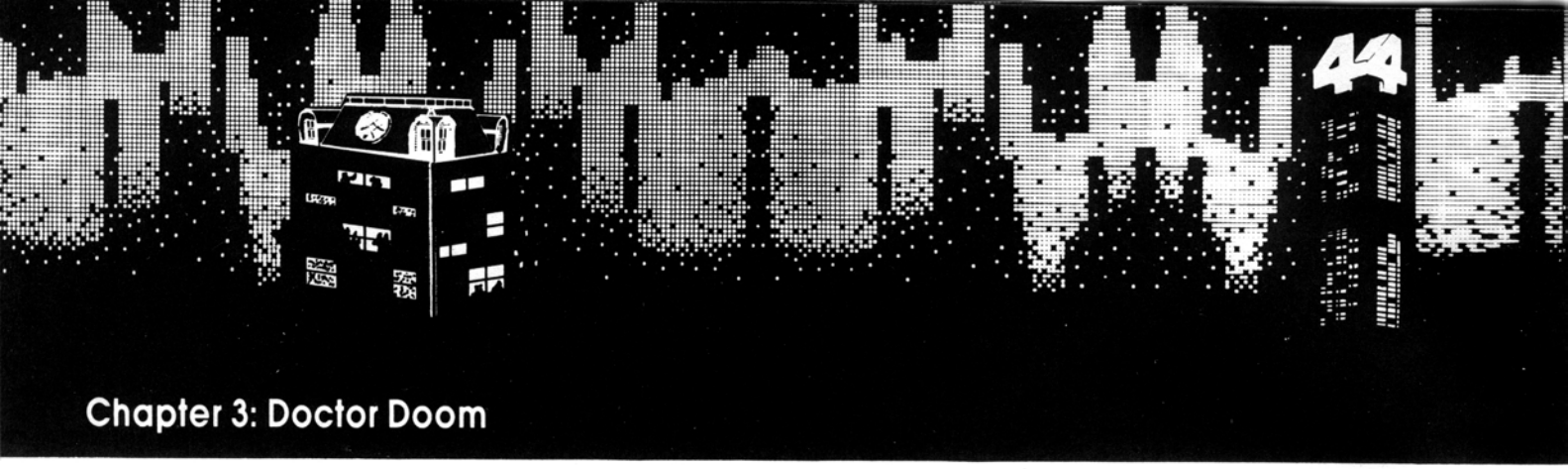
Dr. Doom rarely stopped at capturing technology or rare elements in his research—why design world-shattering weapons yourself when others can do the job for you? Doom kidnapped Dr. Bruce Banner in order to design a defensive system of gamma bombs to supposedly eradicate enemies amassing to attack his borders. Doom managed to temporarily control Banner's rampaging alter-ego, the Hulk, but not even Victor Von Doom could contain the power of the gamma-spawned creature for long. Banner escaped Doom's clutches as the Hulk without revealing the gamma-bomb secrets to the Master of Latveria.

Role Reversal

At certain times during his life, Victor has found himself allied with those he often considers his foes, a greater evil or threat to humanity forcing the armored villain onto common ground with heroes. The Fantastic Four first allied with Doom in a battle with the Overmind, an alien who controlled the minds of others. When Reed Richards fell under his influence, the rest of the team tried to find ways to defeat the Overmind and their erstwhile leader. Having exhausted any chance of aid from the superhero community, Susan Richards, with the help of Agatha Harkness, sought an alliance with Dr. Doom.

Initially denying her plea, Doom decided to help them after Sue's accusation of being petty and afraid injured his pride and vanity. Doom manufactured a psionic refractor (a machine partially based on Reed's research) which flung the Overmind's mental bolts back at him. The three Fantastic Four members and Doom acted as a team but were ultimately defeated by the Overmind. They delayed him long enough, however, for the Stranger to appear and banish him to a microverse within a dust mote. As expected, the alliance of Doom and his hated enemies dissolved with the Overmind's threat and Victor vowed that at their next meeting, they would once again be foes.

Doom's next power play teamed him with an amnesiac Sub-Mariner in a scheme to recover the Cosmic Cube. Together, they investigated an allegedly abandoned A.I.M. headquarters off the coast of New Orleans. In the city, Doom rescued Namor from an encounter with the



police and captured his female companion Cindy as well. To further his plans, Doom forced the Sub-Mariner to help him by holding Cindy as a hostage. Interestingly, Doom felt remorse about forcing Namor into an alliance when he might have had his aid willingly as a friend; this may have come from his recent work with the Fantastic Four, seeing how they were all close friends and Doom never having such friends or allies.

The trio encountered MODOK in the A.I.M. base and, while Doom was busy battling MODOK and his minions, the Sub-Mariner released the Cube's energies so no one could utilize its powers. His plans defeated, Doom abandoned his alliance with the amphibian prince.

Heroes and Demons

Over the years, Doom has collected his power from many sources: his own technology and magic, the technology of others (such as the recently lost Cosmic Cube), his skill in manipulating his allies, and his knowledge of his enemies. The last point has always been the mark of a great opponent, and Doom is nothing but a great foe. His methods for collecting data on current and potential foes vary greatly but tend to be very covert, using information record taps and standard espionage tactics. Every so often, Doom takes a more personal hand, using specially designed robots to find out whatever possible on a foe. One of his more detailed investigations involved Luke Cage A.K.A. Power Man.

When Power Man first became a known "hero for hire," Doom used a variety of tactics to obtain knowledge of the fledgling hero of the streets. Hired to eliminate or return four rogue robots of Doom's, Luke Cage was double-crossed and flew to Latveria to get paid for his efforts. Instead, he fell into another rebellion attempt by the Faceless One against Doom; though he was helped by the Faceless One against Doom's robots, Luke prevented him from killing Doom. The alien disappeared once again, and Cage departed from Latveria after being paid for his help.

After months of planning and preparation, Doom launched an insidious plan which would strike the Fantastic Four down while they were at their weakest. Reed was forced to shut down his own child's mind to save the planet from Franklin's mutant powers gone wild. Due to this, the team temporarily disbanded, Sue left Reed and took Franklin away to help him recover.

The Thing went to the Balkans where his girlfriend Alicia Masters was having an operation to restore her sight. After dropping her off at the hospital, the Thing was attacked by Darkoth, the Death-Demon. Unknown to the Thing, Darkoth was only considered a superstitious legend in Latveria. The Thing won the initial battle but Darkoth disappeared at the end of the fight.

Alicia went into the operating room, but after three hours, Ben Grimm got suspicious enough to burst in. He found an empty room, empty except for the Death-Demon. The fight ended with Darkoth capturing both Alicia and the mighty Thing for his Master.

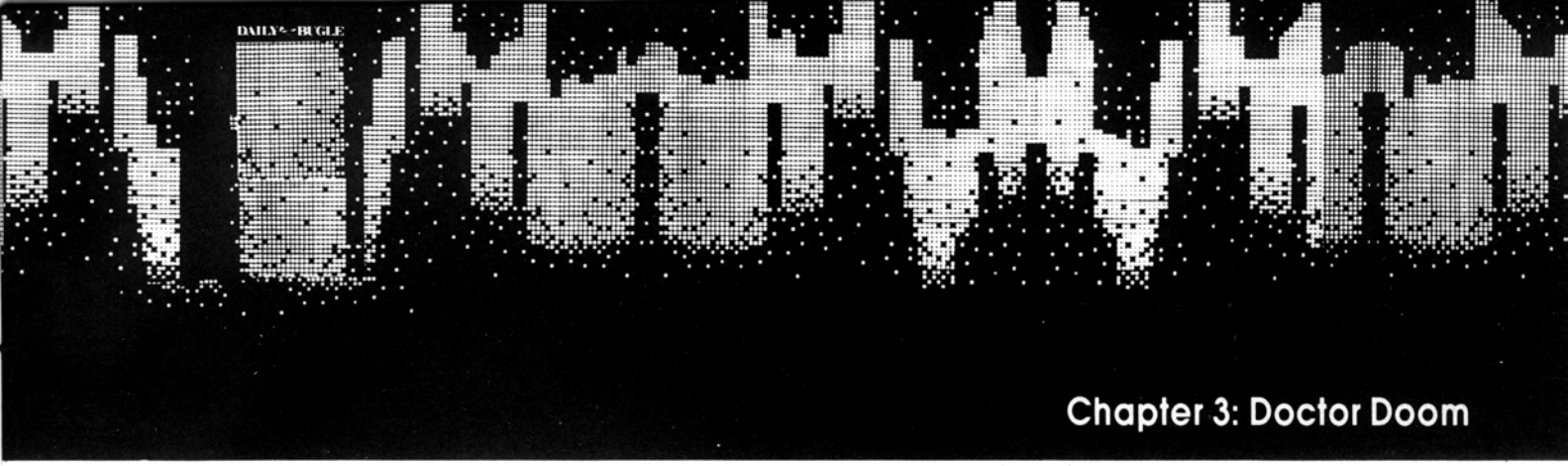
Back in New York, Reed Richards and Medusa—a member of the FF at the time—were attending Richards' college reunion with Sam Thorne, an old college friend, and his wife. They were led to a private room and reunited with another college "friend," Dr. Doom. Having caught the two heroes off guard, Doom subdued all four people easily. He took them down to a hidden complex where the Thing and Darkoth were prisoners.

Richards woke up and Doom explained his latest plan to his enemy. Calling it Operation Babel, he planned to launch a Vibration Bomb into space and activate it, causing every person's mind to become a blank slate that Doom could easily control.

Meanwhile, Darkoth had escaped his prison and was attacking his jailers when Doom arrived and calmed the monster down. He also told the Death Demon his true origin, that he wasn't really a demon, just a man that Doom had chemically and biologically experimented on.

The Human Torch and Wyatt Wingfoot were in jail for dropping the Fantasti-Car on a police cruiser. Dr. Doom broke into the jail, defeated the Torch and Wingfoot and brought them back to his hidden base. He wanted to defeat all of the FF, not just parts of the team.

Meanwhile, Darkoth, upon hearing that Doom actually made the Demon persona by manipulating his chemical structure and then using the vibration device to brainwash him, rebelled against his "creator". He broke the imprisoned Fantastic Four members out of their cells and they headed toward the Baxter Building through the



sewers of New York. They encountered the Seeker, a huge robot sent by Doom's lackeys to bring back the escaped prisoners. The Thing took the creature out with a mighty blow and Mr. Fantastic thought of a use of the Seeker. They continued toward the Baxter Building.

Doom loaded the bomb onto a rocket and launched it as the Fantastic Four got back to their headquarters. The first wave of the Vibration bomb struck the world. In two hours, Dr. Doom would rule the planet.

Unknown to him or his sensors, the Seeker reentered Doom's lair, and encountered no resistance because the perimeter's sensors were programmed for unknown beings. Now reprogrammed by Richards, the Seeker freed both the Torch and Wyatt. Darkoth had followed the Seeker and the Death-Demon confronted Doom. After a brief clash, Doom retreated to his control room and launched himself into space where he could run the Vibration Bomb unmolested. Unknown to anyone, Darkoth had stowed away on the ship and battled Doom once more, this time in orbit around the globe. The off-course spaceship collided with the Vibration Bomb Satellite, destroying both vessels.

Doom fell from orbit, plummeting into the ocean after the battle with his creation, Darkoth, and surviving re-entry due to his wondrous armor. He was found floating unconscious in the sea by the Sub-Mariner. Using a device on his ship, Namor revived Doom and offered to ally himself with the Monarch of Latveria. After thinking about the offer, Doom came to the conclusion that eventually one of them would betray the other so the answer was no. They had a brief fight and Doom fled Namor's ship. The Sub-Mariner vowed that one day they would be allies and rule the world together.

Building a Better Doomsman

Doom was monitoring the Silver Surfer when the former herald of Galactus attempted to break Galactus' barrier; he was repelled and fell to Earth, landing in Latveria. There, the Surfer saw the picture of the country's queen—she looked exactly like his lost love, Shalla-Bal! Determined to find out if it was actually her, the Silver Surfer flew to the castle, only to find the Fantastic Four fighting a group of guards. While the Surfer hesitated, the four were revealed to be robots.

In a castle spire, the Surfer found "Shalla-Bal." It was quickly revealed that she had amnesia and that she was the wife of the monarch there, Dr. Doom. Doom sent the Surfer to destroy the FF, promising to restore Shalla-Bal to him if successful. While the Surfer was fighting the FF, Dr. Doom mused that, while he did so once, wielding such power didn't befit a man of his stature. Controlling that power was more to his liking.

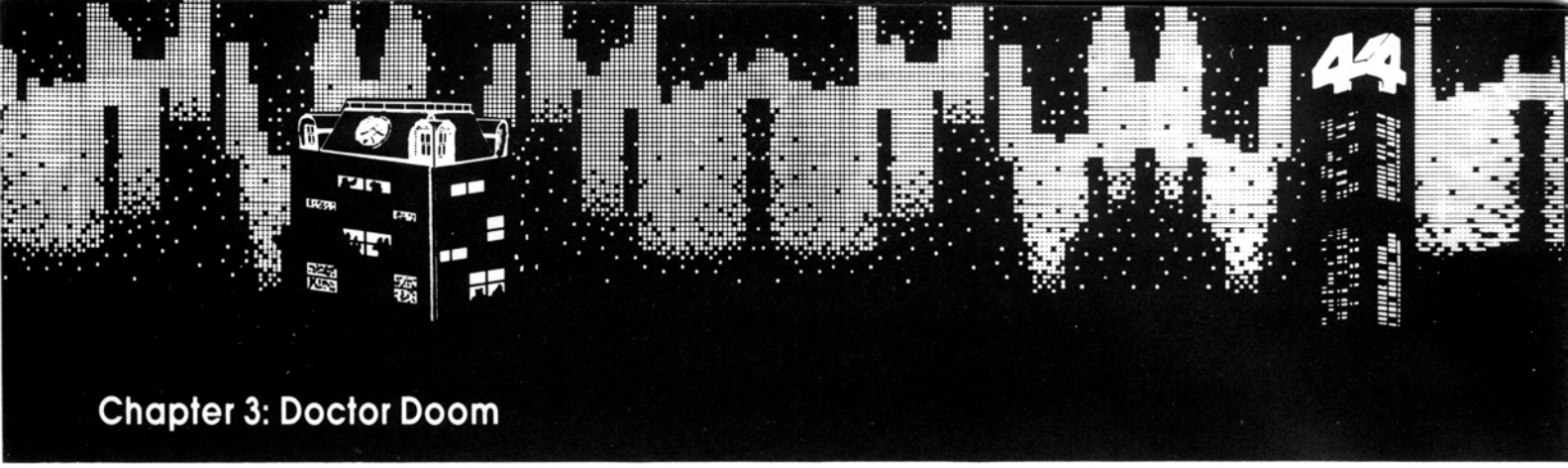
The Surfer couldn't bring himself to kill the FF, but he brought them to Latveria as helpless captives. Since he didn't fulfill his mission, Doom kept Shalla-Bal in his power and imprisoned the four heroes in Castle Doom.

During their imprisonment, Doom managed to analyze and siphon away some of the Surfer's Power Cosmic without his notice. When the quartet managed to free themselves, Dr. Doom had put this power to use in his latest creation: the Doomsman II! This Doomsman, with power exceeding any previous robot faced by the FF, easily began pummelling them to defeat again.

In another part of the castle, the Surfer and "Shalla-Bal" were talking. During their interlude, the girl's memory returned, but only revealed that she was a Latverian peasant that Dr. Doom had found to manipulate the Surfer into doing his own bidding. With renewed vigor, the Surfer raced to the battle and joined the Fantastic Four against the Doomsman. With his added power, they managed to subdue their foe and confront Doom himself. The melee was brought to a close to protect the national art treasures housed at the castle; unbeknownest even to Doom, his female pawn actually was Shalla Bal under the manipulations of Mephisto.

Alliance with Atlantis

At this time in their history, the entire populace of Atlantis were all in a sleeplike stasis, victims of nerve toxins that the Sub-Mariner accidentally released during a battle. Doom arrived in his own inimicable fashion, his androids attacking the helpless city and drawing Namor from his reverie. Doom has reconsidered the Sub-Mariner's request for allegiance and Namor went to Latveria to seal the alliance. There, Namor was introduced to the androids that served Doom at the time.



Chapter 3: Doctor Doom

The androids had set up an altar to an unknown god, the beginnings of a rudimentary religion, which Dr. Doom dismissed as a flaw in the makeup of his new androids. However, a blue android had been fomenting dissent among these new androids, and the altar was for him. The blue android who led the others in revolt called himself Andro, Lord of the Androids. In truth, he was the original Doomsman, returned to haunt his creator.

Andro was inadvertantly freed from his prison dimension by the Thing and Lockjaw, the Inhuman's teleporting effect washing over the android. Andro quickly analyzed the energy, in the process learning how to travel through the dimensions at will.

Doom and Namor fought against Doom's own rebelling androids, the final confrontation between the Doomsman and Doom himself. After much battle, there was a standoff, proving to Andro he could be Doom's equal. His mission accomplished, the Doomsman teleported away. After this disastrous affair (and later failures with other androids), Doom stopped using synthetic beings and implemented wholely mechanical servants again.



Given both of their strong wills and shorter tempers, it is amazing the Scion of the Seas and the Master of Latveria ever maintained any alliances at all. Indeed, Namor and Doom soon disagreed again and parted ways. Doom thought the most destructive demon that possessed the Sub-Mariner was pride.

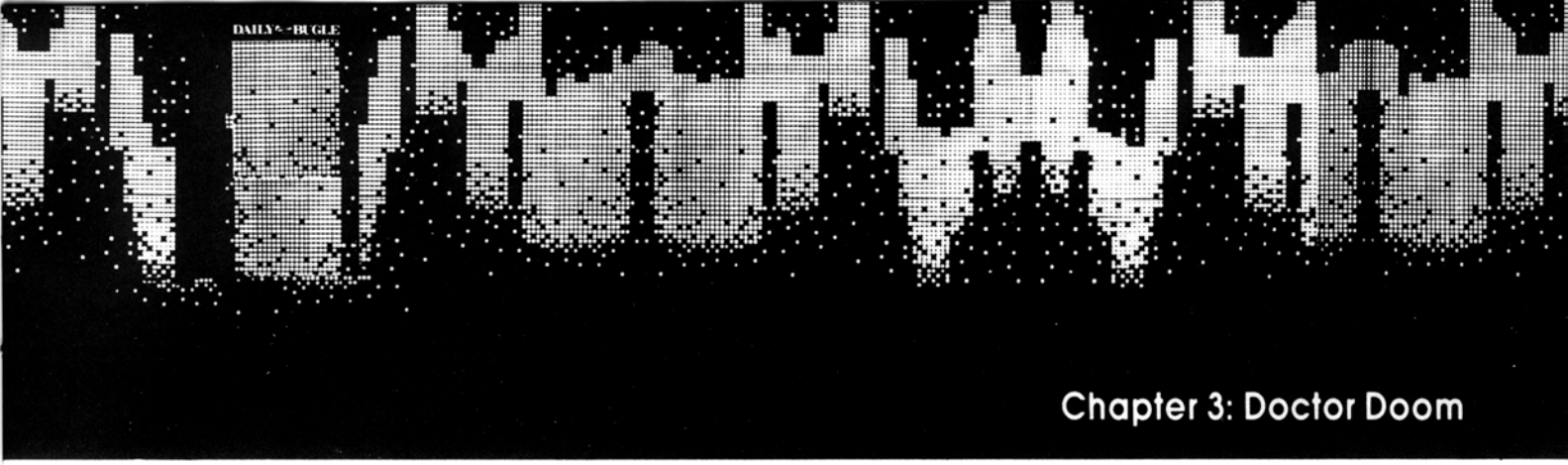
After watching tapes of all his past defeats and stalemates with his foes, Doom concluded that he and the Sub-Mariner should be allies instead of trying to make Namor his pawn. To accomplish this, Dr. Doom sent a metallic fish-shaped camera to follow Namor. Doom would help his future ally when needed and out of a sense of obligation would ally himself willingly with the monarch of Latveria.

Namor had gone to visit his friends at Hydrobase, but found the island conquered by three of his old foes, Tiger Shark, Dr. Dorcas and Attuma. He put up a valiant fight against them, but lost in the end. Doom, having watched all of this transpire, sped to Hydrobase and his itinerant ally's aid. Doom's armor protected him from the electrical defenses that felled Namor, as it also helped him defeat a troop of automated Octo-Meks.

Dr. Doom encountered and allied himself with the now amphibious Betty Dean Prentiss in order to find Namor. Doom attempted to sneak up on the villains and free the chained Namor, but their scanners had already spotted his craft and they were waiting for him. In the chamber, Dr. Dorcas slapped Betty in anger and this sent Namor into a rage. Dorcas levelled his weapon to kill his captive foe, but Betty jumped in front of the blast to protect her former love, and was killed. Namor broke free just in time to cradle his dead friend in his arms.

The Sub-Mariner went berserk and attacked all of the villains, but he was still being beaten until Doom stepped in. He stunned all of them and teleported himself and Namor to his ship. Returning to Latveria to plan a counter attack, Namor and Doom argued over method and motivations. Even in alliance, these two Avenging Sons quarreled.

Doom prepared them for battle against Hydrobase and worked out a specific plan for the two of them. During the carefully executed attack, Namor had all his foes immobilized with one of Doom's weapons. Before they



became completely helpless, however, he smashed the weapon in anger, declaring that this was not vengeance, and thereby freeing Dorcas, Tiger Shark and Attuma. Then, he launched himself into them, pounding at them with fists.

Despite this setback and depleting energy reserves, Doom survived to heartlessly kill his captors as Namor defeated his own. With Namor watching after the battle, Doom hypnotized the old jester, Saru-san, who had taunted him when Attuma's soldiers had him down. He ordered the helpless fool to explode two cannisters he had found on the beach. Saru-san complied, instantly killing himself. Viewing this, Namor wondered what type of soulless monster he had as an ally. Doom warned Namor that if his emotions ever got the better of him again, that Doom would turn on him and dissolve the alliance. Dr. Doom turned his back on the Sub-Mariner, insulting the already upset Namor, and they clashed again, tempers flaring.

A passing U.S. Navy ship became both spectator and target of this skirmish. It spotted the fight on the atoll from a distance, coming quickly into the fray as Namor threw Doom into the ship, ripping a large hole in its side. A scientist, Captain Ryker, who happened to need power to fuel his experiment, placed a power drainer on the unsuspecting Doom's head just as the monarch of Latveria had blasted Namor out of the sky. The drain worked, but caused a powerful explosion. In his elation with killing Namor, Doom spared the man's life and flew off, saying that he needed no man to ally himself with.

Duty, Honor, Country

Abandoning his plans to ally with the amphibian monarch, Doom quickly sought to place him under his iron heel. In quick succession, Victor managed to cripple Namor's suit, designed by Reed Richards to keep him alive while out of water, and he also threatened to destroy the dormant city of Atlantis unless Namor swore unquestioning allegiance to him or the city would be leveled. Namor agreed for the sake of his helpless people. To further break Namor's will, Doom offered one chance to escape: given a liquid that restored his ability to breate air for 24 hours, Namor could get out of his promise if Reed Richards could repair his damaged suit.

Namor flew to New York, but after trying for the allotted time span, Richards couldn't solve the puzzle of Namor's damaged gill and lung structure. The Sub-Mariner became Doom's prisoner and slave as Doom teleported Namor to his domain. Gloating on his mastery over Namor, he threatened to let him die slowly and in agony, if he did not acquiesce to Doom's orders and reaffirm his vow. The Sub-Mariner complied.

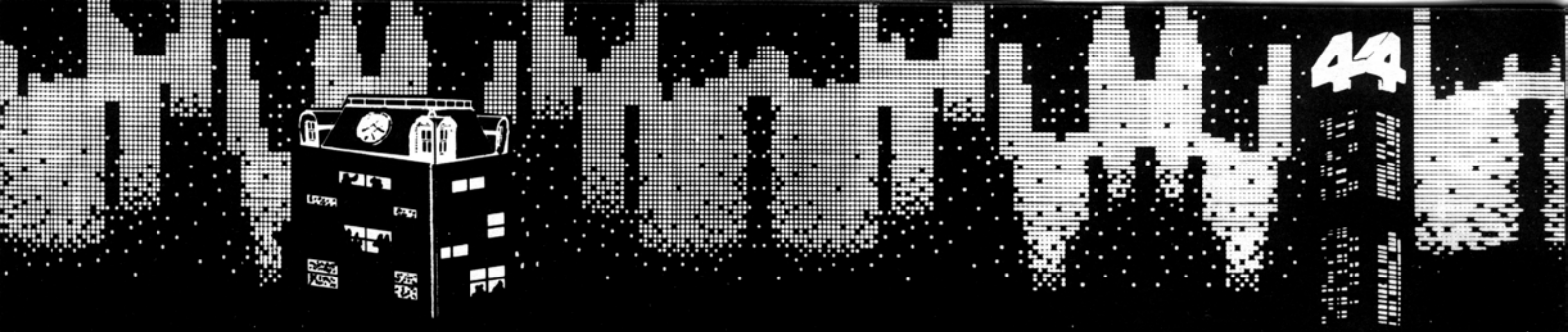
The Fantastic Four flew to Latveria to rescue Namor from the clutches of Doom. They got through the defenses and defeated Doom's android army. The mysterious Shroud, in a craft of his own, slipped into Latveria amidst all this confusion. Before his army's total defeat, Doom ordered Namor to stop the Fantastic Four, a fight Namor lost and the angry heroes confronted the armored despot in his castle.

During the FF's rescue attempt, Doom was showing an official visitor around his castle and demonstrating some of his inventions for him. He produced the current U.S. Secretary of State, who told the Fantastic Four to do what Doom requested. The U.S. had just signed a non-aggression pact with Latveria and, having done so, couldn't interfere with Latverian internal affairs. Given the new alliance of Atlantis and Latveria, the world was taking a closer look at the powers wielded by the Balkan dictator and bringing Doom into the political theater.

A Shroud for Doom

When the Sub-Mariner went back to his chambers, he found an upstart hero, the mysterious Shroud, was waiting for him. This neophyte hero had dedicated his life to the eradication of crime. To make a name for himself as a crimefighter, he planned to rid the world of Dr. Doom. Namor, his spirit broken by being subjugated to the status of Doom's slave, thought him insane and wouldn't help the new hero.

Soon enough, the Shroud made his first move and attacked Dr. Doom. Doom initially thought this young hero's attack was a joke, but it became a serious battle quickly. The Shroud attached a magnesium bomb to Doom's chest plate, causing it to heat up and threaten to damage Doom himself. The monarch tore off his chest plate to escape the searing heat just as a pack of bloodthirsty hounds attacked him, dragging themselves



and Doom off a cliff. Believing that he had killed Doom, the Shroud went back and told Namor that he was free to leave Latveria. His obligation to Doom was now over.

The Shroud and Namor raced to the Shroud's hidden aircraft, but found it being destroyed by the peasants of Latveria. Someone had discovered the craft and reported it to the authorities. Boris and Gregor, the Burgermeister, were at the sight of the destruction, supervising the operation. The two heroes were discovered and the peasants gave chase. Fleeing into the countryside, they found a smaller, unexpected village that happened to have a visiting circus camped there. It happened to be the Circus of Crime, but a quick skirmish convinced the Ringmaster to let them join in disguise.

Doom woke up to the faces of Namor's friends, Namorita and Tamara. He was on their ship, having been rescued and healed after his fall and fight with the hounds. Doom almost convinced the two that he and Namor were still allies, but they decided to pilot a ship to Doom's castle and look at the situation in person. After they arrived at the underground dock and Doom learned from an underling that Namor had escaped, Doom rashly flung the minion down the corridor, causing Namorita and Tamara to distrust their prisoner even further. To regain the womens' trust, he went with them to Hydrobase to see if he could cure the Amphibians. On Hydrobase, Doom surreptitiously contacted Boris and confirmed that everything was going according to preset plans. Plan Gamma was in place.

Opponents Assembled

Attuma had long planned to use the Avengers as decoys against the Sub-Mariner. The biologically reconstructed Atlantean called Tyrak defeated all the Avengers, save the Beast. Using slave collars to ensure their cooperation, Attuma sent the Avengers against Hydrobase to overwhelm the Sub-Mariner. Instead of finding Namor, however, they encountered Dr. Doom, who easily captured and imprisoned the weakened team.

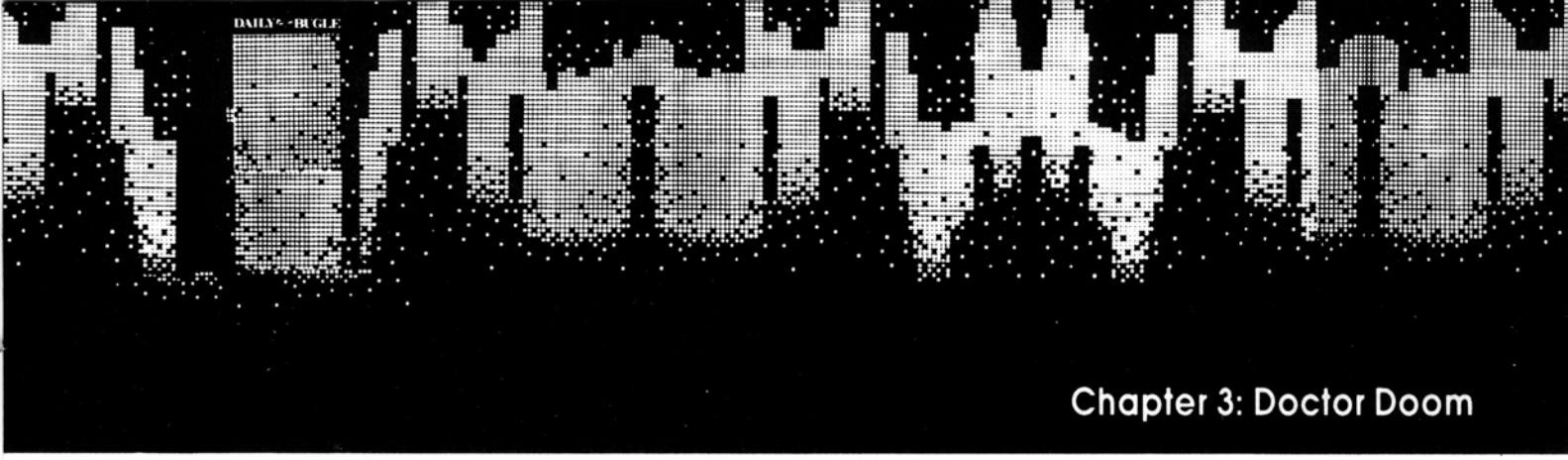
The Beast recruited the Whizzer and Wonder Man to help him. The Sub-Mariner was tricked into fighting these three Avengers and lost to them, thanks to the strength of Wonder Man. Due to his defeat, the Sub-Mariner never found Doom alive at this time.

The Vision was freed by the combined effort of the Scarlet Witch and Captain America. He immediately flew to Doom, and postulated that they were all being used by Attuma. They agreed and became allies against a common foe. The Avengers and Doom defeated Attuma. After the battles on Hydrobase, Doom was prevented from taking an important scientific device when the Vision destroyed the device. Doom flew off, pledging to see the Vision taken apart, piece by piece (A vow fulfilled years later by many of the world's govermnments to protect their computers from the Vision's mind tap; who is to say the directive to dismantle the Vision didn't come from the Latverians?).

During the mop up operations after a later battle, Captain America found a scepter on the body of a pilot. A spectroscopic analysis confirmed that the metal came from Latveria, yet the scepter had a swastika and skull on it. Cap broke into the Latverian Embassy in New York and faced Doom, who became as upset and angry as the hero about the object.

Meanwhile, in Latveria, the Shroud was now in league with the deposed Prince Rudolpho. Disguised as Dr. Doom, Rudolpho was leading a revolt into the castle. The Shroud still believed that Doom was dead at this time. They fought their way to the throne room, only to be greeted by the Red Skull. Rudolpho was shot in the chest and critically wounded by the Skull's blaster.

Captain America and Dr. Doom flew to Latveria and were immediately subjected to Doom's own defenses, his Rainbow missile shrinking them down to the size of mice (the actual fate that Doom once visited upon the Skull by hypnosis). Namor returned to the castle to see if Doom was actually dead and encountered the Red Skull. They fought briefly outside and then the Skull teleported then to the throne room, where the Shroud was being held as a prisoner. By this time, Doom and Captain America had made it to a vent inside the throne room, still at their tiny size. The Shroud informed Namor of the hypno-ray, a weapon the Skull was planning to use on the world, to try and keep Namor from allying himself with the Nazi. Doom left his concealment to attack the Skull, as Doom realized the Skull would not allow Namor to live with the knowledge of the hypno-ray plan.



During the ensuing battle, Namor restored Doom and Captain America to their real sizes. Outnumbered, the Skull retreated behind the throne's force field, planning to take over the world by using the Hypno-ray from a satellite. In a last desperate act, Rudolpho tried to teleport the Skull away to prevent his hideous plan, but the teleportation put the Skull on the moon at his own base, where he could activate the Hypno-ray.

Doom and the Shroud teamed up to stop the Red Skull, the Shroud planning to disable the ray while Doom took care of the Skull at the moon base. Doom and the Skull battled on the Moon's surface, Victor defeating the Nazi and leaving him pinned on the Moon under a rock slide. The Shroud stopped the hypno-ray, but not before he was blasted by its full power himself. He was found adrift in space in a coma by Captain America.

To fulfill his vow to cure the sick Atlanteans, Doom accompanied Namor to Atlantis. Warlord Krang had taken over the city, but Doom cured the paralyzed citizens, and Krang was defeated. After this encounter, Doom realized the difference between him and Namor. Although much alike, Doom's strength was derived from an iron will while Namor's strength flowed from the love of his people. Doom reliquinshed his hold on Namor and abandoned their partnership once again.

Witchcraft Old and New

No matter how well constructed or powerful a defense system, there are always powers to surpass them. Under the influence of powerful magic, the Scarlet Witch flew to Latveria and entered the Citadel of Doom. Meeting a villain named Cotton Mather, she cast a magically altered hex bolt that alerted Spider-Man and the Vision to her plight before he knocked her unconscious. Spider-Man and the Vision later managed to follow the Scarlet Witch and Mather to the year 1692 and the Salem witch trials in Massachusetts.

The heroes were downed by Salem residents and the magic wielded by Cotton Mather. They escaped the jail but then faced the true power behind the maddened Cotton Mather—the Dark Rider. Dr. Doom arrived after the heroes' defeat, drawn there as much by the Rider's power as by the brazen use of his time platform.



During the preliminary confrontation, the Rider showed Doom that, since he stopped his mystical studies to pursue science, he had much untapped magical power within him. The Rider wanted that power and began leeching it from Doom; in addition to the power taken from the Scarlet Witch, the Dark Rider grew in stature and might. Despite his powerful armor, Doom also fell to the Rider.

Moondragon, a temporary Avenger at the time, was brought back to the past by the final vestiges of Wanda's spell-enforced hex, and held off the Dark Rider with her mind powers while the rest of the characters escaped. For the first time in ages, Doom worked his mystic might against the Rider, staggering him with its force. Working together, Doom's and the Witch's magics and the heroes' physical powers defeated the Dark Rider and Cotton Mather. Leaving the time period with time circuitry in his armor, Doom left this group to ponder on this encounter and the chance alliance with his normal foes.



Chapter 3: Doctor Doom

Doom does not always face his opponents openly, sometimes choosing to remain in shadows behind the shadows and constantly testing himself and those around him to prove his 'superiority.' Working with the Prime Mover, his game-playing strategic computer, Doom manipulated friends and enemies of Shang Chi, the Master of Kung Fu, as pieces in a game of chess. Doom wanted to have a contest with the deadly Fu Manchu, but he settled for a match with the only person to defeat that opponent, the son of Fu Manchu. During the final gambit, Shang-Chi fought a Doombot, learning who was behind the robot attacks on him and his friends. While Shang Chi recuperated in the hospital, Doom sent a box with his chess pieces standing over the downed pieces of Shang-Chi's friends, letting him know that Doom considered himself the winner of the match.

The Son of Doom

Tiring of failed alliances and fruitless ventures, Dr. Doom spent months to bring one of his most ingenious and long-running revenge schemes to fruition. When the Fantastic Four broke up, yet again, Doom seized the opportunity to implement his plan to humiliate his long-time foes. Doom set up a company called Cythian Associates, who offered Reed Richards $20,000 a week for his scientific talents. Reed accepted the offer, not knowing the sinister purpose behind it. However, he became suspicious of the project as the product he was working on had very few and limited uses.

During his sleep, Reed was captured and subjected to intense treatments in a hypno-persuader by a Cynthian Associates supervisor and a man named Hauptmann, the brother of the Nazi killed earlier in Doom's career. The hidden room with this hypnotic device also contained a suit of Psycho-Man's armor, about which Hauptmann commented that the necessary components have been removed. The supervisor gloated that Operation: Coronation had begun.

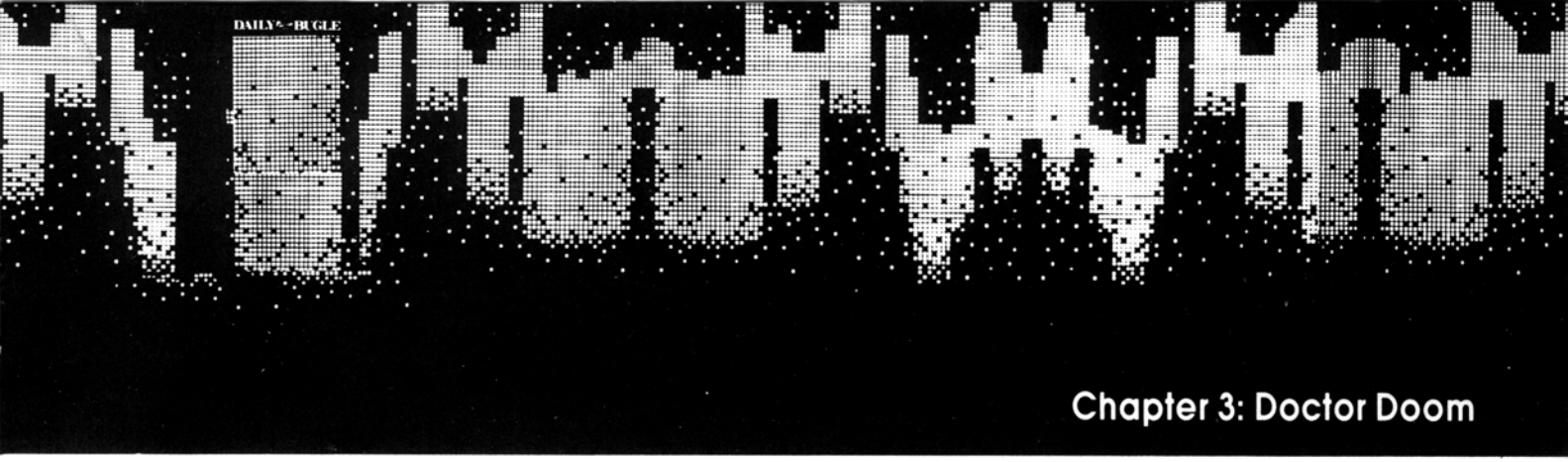
The rest of the Fantastic Four were captured by someone looking like their old foe, the Invincible Man. They were transported to upstate New York where it was revealed to them that the Invincible Man was a hypnotized Reed Richards. The supervisor of the Cynthian Associates told Reed that he was to finish the work he began or that his teammates would be killed. All the teammates were shackled with powerbands that sent a powerful shock through them every time they tried to use their powers. They were imprisoned in a dungeon together where Reed told the team to bide their time.

The next day, the supervisor brought Richards into a secret chamber where a large solar-powered machine covered with many mirrors was stored. When they entered the inner complex, the supervisor warned Reed that anyone looking at the mirrors with unshielded eyes would go utterly insane. The supervisor went on, saying that with the power generated by this machine, he could produce enough power to energize America forever. As he continued, he stated that they had much to say to each other, including how they would get Reed's stretching power back.

Meanwhile, in the dungeon, Sue had found a way to escape her prison and, after freeing the others, started fighting their way through waves of servo-guards. They finally broke into the inner sanctum and were so surprised by who they found there that a simple dose of sleeping gas knocked them all out. Dr. Doom had captured the Fantastic Four once again.

Richards, still in the dark about who was behind this affair, went along with the supervisor's plans to bring his powers back. From the Cynthian Associates research facility in upstate New York, Reed Richards blasted off in a rocket, planning to duplicate the cosmic ray accident that gave him his powers. The cosmic rays affected him as they did before (his powers were actually increased from their former levels), but they also reintegrated the Red Ghost, who was aboard the ship in gaseous form. The two fought as their ship's orbit decayed. The Red Ghost, using his power of intangibility, escaped through the hull of the ship. Reed encased himself in a small metal cannister that was ejected at the last second before the ship exploded.

Meanwhile, the rest of the Fantastic Four had been transported to Latveria where they were imprisoned in another dungeon. When Doom visited them, he brought in Alicia Masters, the blind sculptress and Ben Grimm's girlfriend, to sculpt his royal statue. She could not see the hideous face beneath Doom's mask and was ordered to sculpt the face she could feel beneath the scars.



Chapter 3: Doctor Doom

While in the dungeons, Doom revealed to the FF that, by the laws of Latveria, he had to abdicate the throne to someone, and Doom introduced his son as his successor. As he and his captives watched Reed's spacecraft, he gloated over his manipulation of the four and their final defeat. When the orbit decayed and Richards' survival seemed doubtful, Dr. Doom raged against this change in plans; when the ship exploded, Doom and Reed's teammates, who were watching the event, believed him dead in the explosion.

After a quick rescue by Nick Fury, Reed used the FF's Pogo Plane to get himself over to Europe. He snuck into Latveria, intent upon stopping the menace of Dr. Doom forever. Through a mishap with one of Doom's border guard robots, Reed was temporarily injured. He was rescued by members of the well-hidden Latverian Freedom Fighters. Reed met Zorba, the leader of the freedom fighters and brother to the late Prince Rudolfo, and learned that Doom had a son lined up to take over the throne from him.

Outside the castle, Reed, Zorba, and a contingent of freedom fighters began their assault against Castle Doom. They fought their way into a lab, where they found Hauptmann. There, Zorba revealed that the previous Hauptmann had blinded him in one eye in an experiment for Doom, replacing it with a garish mechanism that fired energy blasts. Capturing Hauptmann, Reed used his stretching powers to disguise himself as Hauptmann.

During the assault, Doom placed the three captured members of the Fantastic Four into a power transference machine designed to give Doom's son the powers of his hated foes. He despaired over losing the chance to defeat Reed Richards for the last time and began preparation for the power transfer. Reed approached Doom disguised as Hauptmann. After a few moments, Dr. Doom saw through the facade and knocked Reed unconscious with gas. Now his son would have all the powers of the quartet of American heroes.

Doom went to deal with the unruly crowds outside the castle. Unable to successfully penetrate Castle Doom, Zorba and his freedom fighters were stirring up the crowds there. Zorba was about to reveal something about Doom's son when Dr. Doom sent a blast into the crowds. He quickly asked for the people's forgiveness and for them to wait for the coronation when all would be explained. He vowed that all would see that Doom would no longer be in power. This calmed the crowd down long enough for Doom to leave the window.

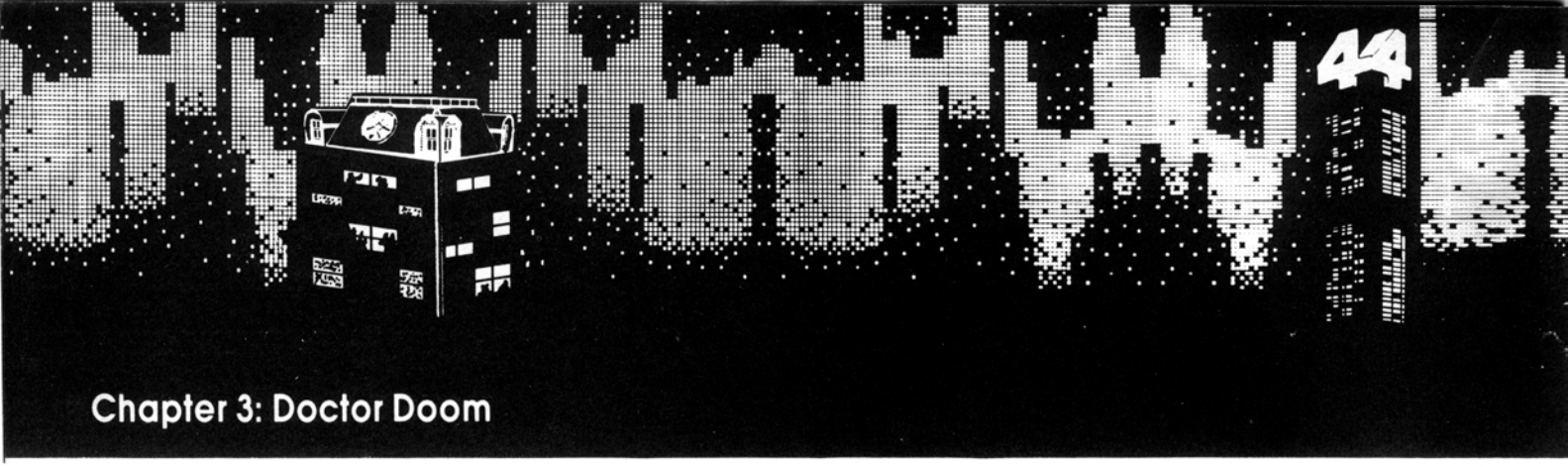
Back in the Transferral room, an elastic fist broke out of the globe that was holding Mr. Fantastic. He quickly shut down the machine and freed his teammates. He explained that as soon as he realized who his enemy was, he placed a micro-feedback circuit in his belt to counter anything mechanical Doom used against him.

The Fantastic Four fought their way through waves of robot guards until they found Doom with a defenseless Alicia Masters in his clutches. Using her as a hostage, Doom had the FF surrender. The Fantastic Four was put in a cell with a crystalline ball that watched their every move, any actions from them resulting in harm to Alicia. Zorba broke into the castle as the coronation ceremony began. Zorba was able to cut the power to the monitoring crystal and freed the FF.

At the coronation, Doom set much importance to the passing of the Royal Crown and Scepter to his successor. The FF and Zorba interrupted the coronation as Doom transferred the crown to his "son." Zorba told Doom to tell the truth—his son was really his clone! Doom set robots against the Fantastic Four and Zorba.

As the fight continued, Doom's clone mutated into a man-shaped version of the Thing, his skin becoming an orange hide. When Richards stopped the machine, it had already transferred some of the FF's powers to the clone. Doom ordered it to use its powers to attack the people who caused this. The clone said the powers did more than strengthen him, they made him see Doom as he truly was and the sight sickened him. He, the clone, was the Victor Von Doom before the college accident that made him mad. The two Victors fought, the clone insisting that Doom recognize that he had lost his humanity. Doom, in his fury to silence his clone, killed him and quickly downed the FF as well.





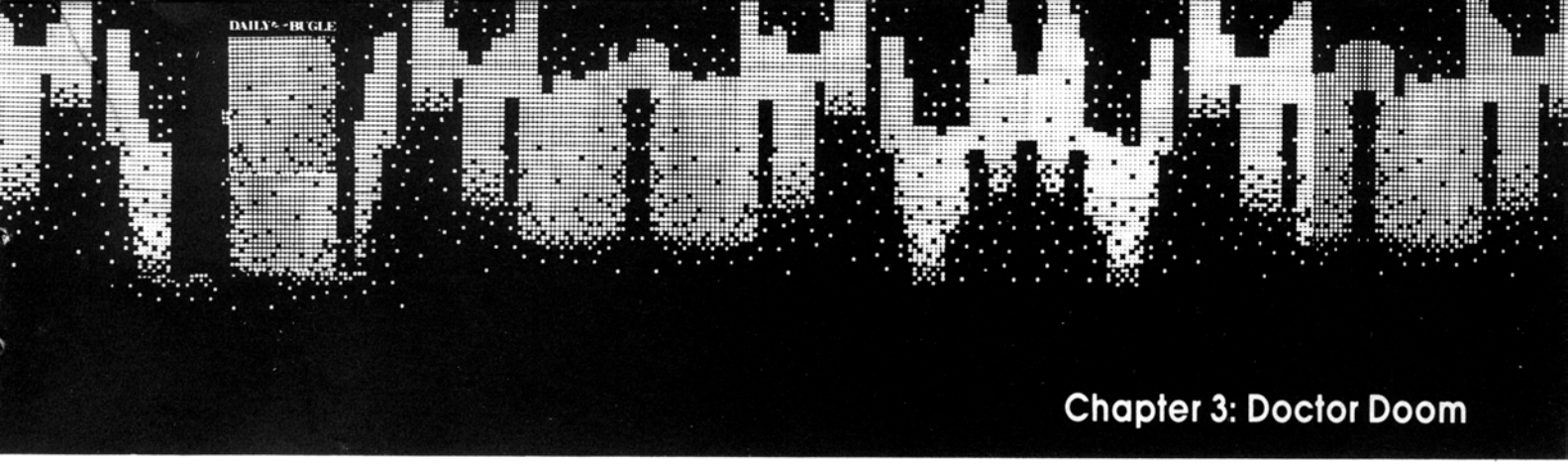
Chapter 3: Doctor Doom

The work of years in ruins, Dr. Doom succumbed to his formidable temper, seemingly mad. In a fit of rage and despair, Doom took his clone's body to be buried. He locked the Fantastic Four in a room and electrified the only exit, the door. The crowds, after the coronation fiasco, pressed Doom to hand over his throne, but Doom was beyond any sort of rational thought. He activated the Vortex Machine which duplicated the effects of a tornado and sent it down into the square, attacking his own subjects. Doom gathered his statue and boarded a plane heading for the UN in New York.

The heroes escaped and, with Zorba, they found Doom's plan for world domination. The Fantastic Four sped to the US in pursuit of Doom. Mr. Fantastic ejected from the plane over Doom's Cythian Associates lab, sending the team on to the United Nations.

Confronting each other, Doom and Reed battled one-on-one and when Mr. Fantastic was dazed for a moment, Dr. Doom placed him into the Murder Room, a room loaded with death traps. Doom left his foe there fighting for his life, and prepared a device held within the statue that had been delivered to the UN. Mr. Fantastic, having escaped Doom's trap, affixed a device on his foe's armor that short circuited most of its electronic control systems before he could throw the switch.





Using all the power left in his armor, Doom encased Richards in a block of ice and then successfully activated the statue. It placed all of the delegates to the UN in Doom's power. They would obey any command that their master gave them, and they obeyed his order to attack the three members of the Fantastic Four that were there at the United Nations.

Richards broke out of the ice trap and fought Doom hand-to-hand within Doom's solartron complex. In a last ditch effort to keep from being strangled, Richards managed to get Doom's mask off. Doom was confronted with millions of reflections of his grotesquely scarred face. He went totally insane and collapsed onto the floor.

Richards quickly shut Doom's machine off, thereby breaking his control of the UN delegates. Zorba was placed in charge of Latveria until elections could be held and Doom was kept in a padded cell in Latveria, his mind thought totally destroyed.

Doom's Return

As is often the case in smaller, insular countries, what is seen and portrayed as good by charismatic leaders doesn't always prove true in the long run. Zorba had been elected as the leader of Latveria, but the public wasn't too fond of his changes such as increasing prices and taxtation. Zorba, after witnessing an unruly mob protesting his rule of Latveria, visited the padded chamber in which the mindless, bandaged body of Doom was confined. He noticed that Doom wasn't moving, not even twitching, so he ordered the bandages removed. Underneath was a robot that exploded upon its unveiling. Zorba fired Hauptmann and all his staff on the spot for their incompetence.

Secretly, the body of Doom was brought to a cavern in Victorum mountain north and west of the castle by the ever-faithful Boris. Once inside, loyalists connected Doom to a large array of advanced machinery, keeping him alive. Hauptmann soon rushed in, warning them that Zorba knew of Doom's disappearance, and insisted that the restoration of Doom must be performed right away.

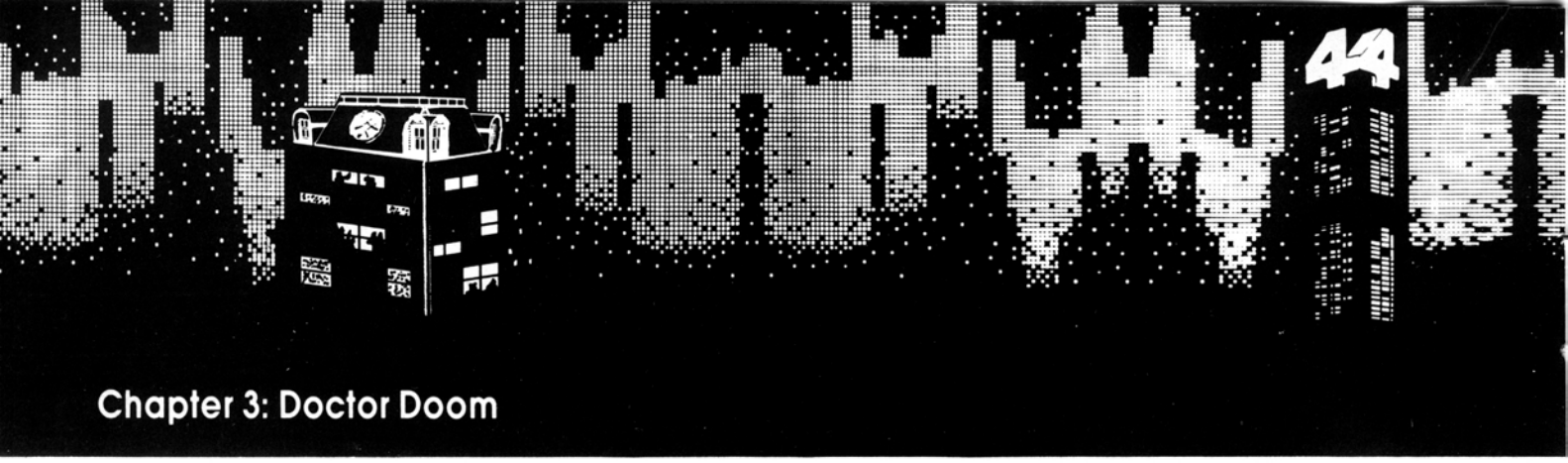
Members of Doom's loyal followers broke into the royal castle to steal Doom's armor, which was essential to Doom's restoration. Zorba thought to protect the armor, but arrived on the scene too late, and was defeated by Doom's followers. During the mission, one of the loyalists were captured by Zorba, but the raid was successful.

Hauptmann used the power in Doom's armor to resurrect his master, even as the captured loyalist was allowed to escape and was followed back to the hidden cavern. The operation was a success, and Doom drove off Zorba's troops. He ordered his people to move the hidden base to a new location, and to spread the word that Doom was back and would regain his throne. Then, he flew off with the aid of a personal flying device.

Doom sought refuge in many locations during his exile, his most prominent being the Citadel of Doom in southern Latveria. From here, Doom had access to his normal resources and technology as well as his magical paraphenalia. In a brief collaboration, Dr. Doom and Dormammu teamed up to try and bring about the "Bend Sinister." Using a pawn named Lucius Dilby, the two master villains sought to kill Dr. Strange, Earth's Sorcerer Supreme, and bring about an invasion of Earth by extradimensional horrors. Spider-Man and Dr. Strange spoiled this plan, never even knowing who was behind it.

While Doom was in exile, Zorba sent the Latverian Crown Jewels to the UN for an exhibition. Taking advantage of his enemy's presentation, Doom sought to steal one of the Merlin stones, a precious gem with magical powers. Doom needed it to obtain another of the gems from the Nightmare dimension.

Through various events, Doom met the fledgling mutant singer known as the Dazzler. She became Doom's pawn, and retrieved the gem from Nightmare's grasp. Upon her return to Earth, she managed to destroy both Merlin Gems with a laser blast. Doom and Dazzler battled for a moment, but the timely appearance of the Human Torch prevented Doom from exacting his revenge at that time. Doom retreated, saying he would face the Fantastic Four at a time of his choosing.



Chapter 3: Doctor Doom

Camelot's Doom

During his time in exile, Dr. Doom spent much of his time marshalling his power to reclaim his throne. However, he never forgot his solemn vows towards saving his mother's soul. He was travelling in time to apprentice with the most powerful magicians in history, collecting magical power to face Mephisto once again. He had just visited and learned all he could from Caligostro.

Not having the time nor the patience to develop them himself, Doom had ordered components necessary for his next trip back in time from Stark International. Iron Man stopped the shipment and, as Tony Stark, fired the employee that sold Latveria the components, saying that Stark International would never provide technology to Doom. Doom still managed to steal the components he needed, despite Iron Man's interference.

Stark went to Latveria in search of Doom. Met at the airport by Zorba's troops, he was given a map to Doom's Citadel. Zorba wanted Iron Man, Stark's bodyguard, to give Doom some trouble, as it would help the government in its battle with the deposed monarch.

Stark, as Iron Man, flew to the castle and found it unguarded, its defense a refractory field that made everything seem visually displaced by several feet to either side. Iron Man, using his sensors, entered and confronted Doom, who refused to return components he had paid for and were rightfully his. He gave Iron Man his leave, but the armored Avenger had other ideas and began a fight. Doom considered being in service to another a menial and degrading task and referred to Iron Man as "lackey" and "errand boy" throughout their conversations, further bringing Iron Man's temper up.

Dr. Doom and Iron Man were soon locked in a concentrated struggle, each trying to send electricity into each other, unaware of where they were standing—on the Time Machine. Hauptmann decided to exact his revenge on Doom for killing his brother and sent the two opponents into the far past to Camelot.

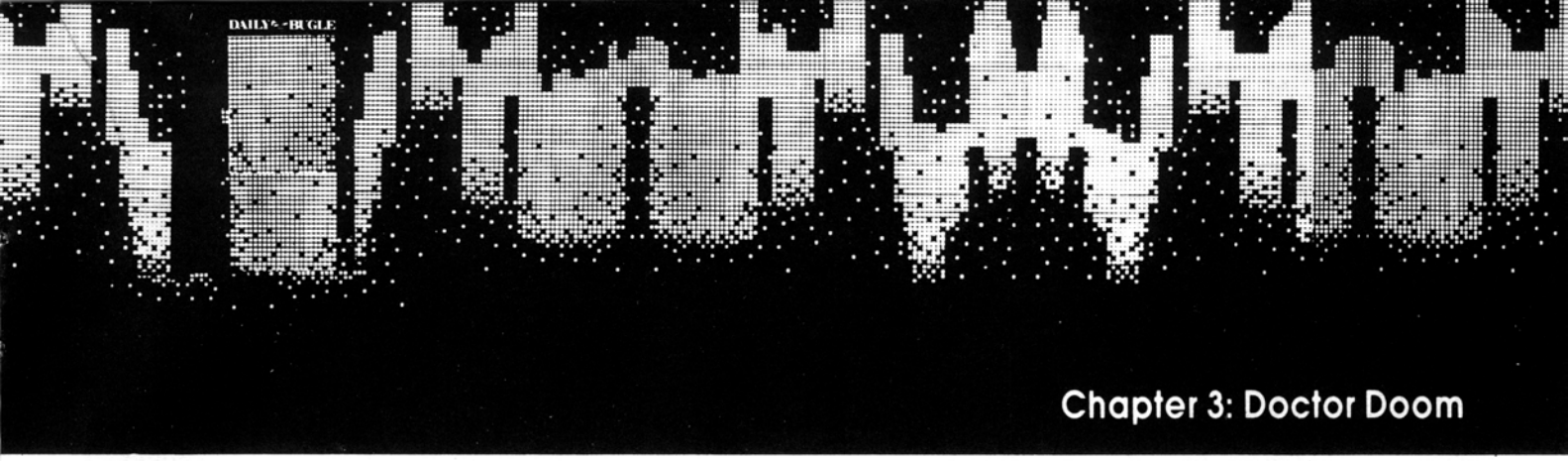
Doom and Iron Man were accosted by Knights of the Round Table, and after a brief scuffle, decided to allow the knights to take them to King Arthur. Iron Man spoke to Arthur about being sent to take Doom back to his master and showed the assembled people some of his power by levitating Arthur and his throne with a magnetic beam. Doom refused to "prove his power" and demean himself to being a performer; he told Arthur that he was a king, showing the Seal of Latveria on his ring as proof.

While Arthur thought over these two armored men that night, Doom entranced a woman into telling him where Morgana Le Fey's castle was. Once he found out, he went directly to her castle. Inside the castle and face to face with Morgana Ley Fay, he explained his desire to learn magic from her to save the soul of his mother. She agreed to help him on one condition: He had to lead her army against her cursed brother Arthur, for she was magically imprisoned in this castle. Doom agreed. Morgana, by using a shard of the legendary sword Excalibur, raised an army from the bodies of all the people Arthur's sword had killed.

On the field of battle, Doom and Iron Man clashed, until the Avenger realized Doom didn't have the power to animate the dead. He flew off in search of the real power behind the battle—Morgana Le Fey. Doom let the "retreating" Avenger go, holding himself to his promise to lead the army.

Iron Man fought his way through Morgana's defenses and confronted her. Knowing that she couldn't defeat him, she grabbed the shard and disappeared into another dimension. When the shard left this dimension, all the undead fell to the ground and instantly Doom knew what had happened. He raced to Morgana's castle in a rage only to find Iron Man there with no explanation as to where Morgana went. Dr. Doom held Iron Man responsible for this failure, but recognized that without Iron Man's aid, they would both be stuck here forever. Calling a temporary truce, the two men jury-rigged pieces of their armor together to build a time machine and catapulted themselves back to their own time.

Arriving in neutral territory in the Balkans, Doom pledged to pay Iron Man back sometime in the future for this adventure, then set off toward Latveria to repay Hauptmann for his treachery. When he returned to Latveria, he delivered some punishments best-left unmentioned upon the scientist and soon after placed Hauptmann on the Power Cosmic Project.



Chapter 3: Doctor Doom

Like Father, Like Son

Years ago, after Doom's first ascension to the throne of Latveria, a Gypsy woman arrived at Castle Doom and claimed to have borne Victor Von Doom's child, a boy named Alexander. When she confronted the monarch with the boy, Doom scoffed, denied the claim of parentage, and sent them both away into the night. He kept an eye on the child through the years, interested in any progress the boy might make on his own while believing himself the son of Doom. Years later, Doom received a transmission from his "son," Alexander, and found him living in California. Doom decided to watch him and his current activities more closely.

Under the name Alexander Flynn, he was amassing an army of mutants and misfits to take the throne of Latveria from his father. It seems that the boy planned revenge against his father for deserting him and his mother. Dazzler and the Beast became involved with Flynn and eventually aided in his downfall.

After Flynn's defeat, Doom appeared and declared that Flynn wasn't his son, since he couldn't even rise above this rabble, and that he posed a greater threat to himself than he ever did to Doom's rule over Latveria. He allowed Flynn to live out of disgust for his weakness.

Small Victories and Defeats

In a mixed scheme of revenge against hated enemies and a step-father's love for his blind child's happiness, Dr. Doom and the Puppet Master captured the Fantastic Four, Alicia Masters, and Franklin Richards. The captives were brought to the Fortress of Doom in the Adirondacks of upper New York. Their minds were placed in tiny simulacrums of their real bodies within the artificial model town of Liddleville, full sets of false memories overriding their real ones.

The FF's wills and personalities were too strong for Doom's conditioning, and Reed Richards first realized what was going on: a foe had placed them in artificial bodies within the elaborate setting, duping them into accepting their imprisonment with its comfortable surroundings. When they confronted Alicia's step father, the Puppet Master, he told the whole truth—Dr. Doom was the mastermind behind the entire scheme. Since his foes were now the size of playthings, Doom turned his back on them, believing them unable to affect his plans and ambitions any longer. Victor Von Doom believed his long-time foes had finally been beaten.

The Puppet Master was given a ring by Doom that would return his mind to his real body, but when Doom had no further use for his ally, the device stopped working. The Puppet Master was stranded in the Synthe-clone puppet form along with the heroes.

Reed used the miniature yet operational Particle Accelerator in Liddleville's University to duplicate the cosmic rays that gave the Fantastic Four their powers. Since their synthe-clone puppet bodies were based on their actual physical makeup, the rays gave them their powers; Reed even increased their power twenty times to compensate for the reduced size of the puppets in the world outside Liddleville. They escaped the confines of Liddleville and began their attempt to return to their normal bodies.

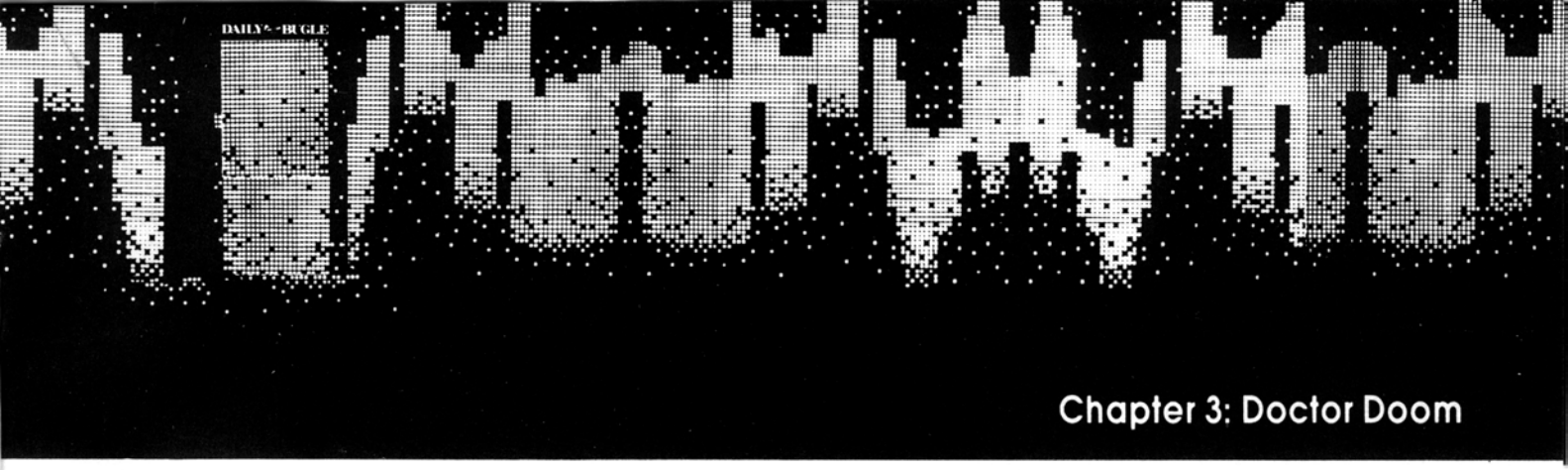
The Invisible Woman, travelling through the castle on her invisible force field, found Doom playing the organ without his mask or gloves on. She gave out a tiny gasp when she saw Doom's face, enough that he heard her. Quickly, Doom imprisoned Sue with an overturned glass goblet and went after the rest of the Fantastic Four.

Reed had constructed both a trap for Doom and a second machine to restore their minds to their bodies. In order for the Fantastic Four to regain their full size, enough power needed to be generated to operate both machines. The tiny Thing and Mr. Fantastic toppled Doom into Reed's mechanism, which leeched power from Doom's armor.

Using that power, the Fantastic Four were returned to their actual bodies, but as an unexpected result of Richards machine, Doom's mind was flung into his tiny synthe-clone of Professor Vincent Vaughn. He assumed that, when the Fantastic Four let their guard down, he would use his ring to transfer his mind back to his real body. The other robots of Liddleville, led by the angry Puppet Master, revolted against him and broke his ring. Doom was stuck in Liddleville with all the other angry residents chasing him.

Believing him helpless, the Fantastic Four took Doom's body back to their headquarters. They kept it in stasis until the Latverian Embassy could collect it.


MY CONGRATULATIONS, RICHARDS. YOU PIECED ALL THE CLUES I GAVE YOU INTO ALMOST THE COMPLETE PICTURE.
OF COURSE, YOU COULD NOT GUESS THE WHOLE TRUTH.



Liddleville was later discovered by the Micronauts, who were searching for a way to return to their Microverse. Ben Grimm had told them of the miniaturized city in Dr. Doom's castle in the Adirondacks. Finding the castle and the tiny city within its confines, the Micronauts set out to explore Liddleville.

Unknown to the Thing, the miniaturized Doom was still alive in Liddleville. Doom had escaped his pursuers and had even conquered them. He constructed a new suit of armor for himself and even had the Liddleville residents building a new castle for him. The Micronauts fought against the tyrant Doom but were taken down by a burst of knockout gas.

When they awoke, they found themselves in a cell with Phillip Masters, the Puppet Master. He used to be the mayor of Liddleville until Doom asserted his power. Masters theorized that Doom has stayed in Liddleville so long because his face was handsome and not scarred.

The Micronauts escaped and fought Doom again. The Puppet Master took control of Doom through the use of one of his radioactive puppets, effectively immobilizing his body. Masters allowed the outer covering of Doom's plastic face to melt in the fire caused by the previous battle. The Micronauts departed, leaving the Puppet Master in control of the tiny town.

Doom: The Master

Weeks after the Liddleville encounter, a Latverian Ambassador requested that the Fantastic Four bring Dr. Doom's mindless body to the embassy. Reed Richards agreed. When the Fantastic Four arrived at the embassy, they were immediately separated, each falling into a separate trap door. After some battle, they all defeated the Doombots they faced.

Meanwhile, in Liddleville, the Puppet Master was still in control of the Doom puppet, when a life-sized Doom arrived and swatted the tiny Puppet Master like a fly. The Doombot took Doom's synthe-clone to the embassy, quickly restoring the real Doom's mind to his body while the FF battled other Doombots.

Then, with the areas where the Fantastic Four were fighting on a ship with him, Doom confronted his longtime enemies. He informed them that during their fights, they had been subjected to an Inhibitor Ray, which made it impossible for them to attack Dr. Doom. No matter how hard they tried, they would be unable to raise a hand against him. At this time, Victor did not need them as enemies but as allies against a greater enemy: Zorba the usurper.

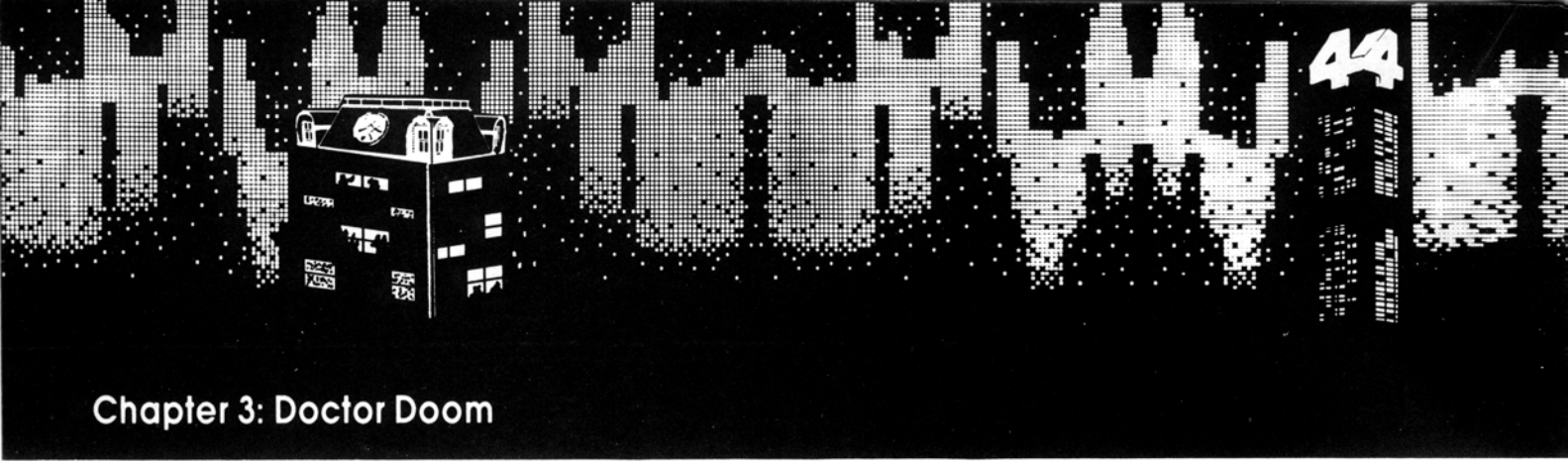
When they arrived in Latveria, Doom showed them what the benevolent Zorba's rule had wrought. The square in Doomstadt laid in ruins. Despite his grand intentions of democracy to this little Balkan country, Zorba brought only despair and destruction to a once peaceful and idyllic country.

While Doom and the FF were moving through the deserted streets, a small boy rushed out of an alley and ran into Doom's legs by mistake. A woman burst out of a building after her child, believing her child in danger from a robot. Once she recognized Doom, she fell to her knees in relief that the Master had returned. At Doom's request, she told of a different Doom than that known to the Fantastic Four—one of a strong-willed but fair ruler, and the awful happenings in Latveria since his exile.

According to the woman, Zorba had revoked the Master's laws and punishments. Without even the stern threat of Doom's justice, Latveria soon had crime running rampant. Atop these problems, food shortages, increased taxtation, and other problems previously unknown to the little country kept growing. To counter this, Zorba declared martial law until order could be restored and kept himself on as ruler. The "bringer of democracy" for Latveria cancelled free elections and Doom's Guardian Robots were reprogrammed into a secret police force.

Doom, after hearing this from his former subject, stated that he had returned and that she was under his protection. Then, from the shadows, one of the Guardian Robots shot and killed the woman at Doom's side. The child Kristoff survived the attack however. Doom vowed to avenge the child's mother, adopting the child as a ward of the state (an act he might later regret...).

The Fantastic Four and Doom made short work of the small group of robots. A group of peasants, led by Josef the Burgermeister, joined up with the heroes and detailed more of Zorba's decline into tyranny. The heroes now planned the downfall of one they put on the throne.



Chapter 3: Doctor Doom

Zorba, whether from stress or his physical makeup, was going slowly mad. While Doom and the FF were below in Doomstadt, Zorba and his men were brutally interrogating Doom's old companion Boris for information. Refused cooperation, Zorba flew into a rage and raved that if the people wouldn't accept the freedom Zorba meant to give them (despite all evidence to the contrary), then he'd give them everlasting relief from it! Now totally mad with power, Zorba released all of the Invincible Robots against the Latverian people.

The Fantastic Four and Dr. Doom fought for hours with the peasants against the robots. Toward the end of the skirmish in Doomstadt, Doom rocketed off to Castle Doom. He first found Boris deep within the dungeons and freed his faithful retainer. Quickly locating Zorba, the deposed and the mad rulers of Latveria fought. Zorba, still irrational and heedless of his impending doom, claimed that Doom could never get the throne while he, the sovereign lord, lived. Doom held Zorba out over the precipice of the castle wall and removed this roadblock to the throne by apparently dropping him to his death.

Reed and his teammates found Doom at the castle after the battle had subsided below. Reclaiming his status as the ruler of Latveria, Doom did not wish a fight with his foes that day, as the Inhibitor Ray prevented any altercation. He allowed the Fantastic Four to leave the country without any further altercation, and set his energies upon restoring his country.

Back in the Adirondacks, Doom's Fortress was, strangely enough, altered by the Toad into a pseudo-Murderworld and later turned into an amusement park. As Arcade was behind this whole deal, a Doombot was dispatched to deal with this insult to Doom. The X-Men were drawn into this web by Arcade's assistants, who hoped the mutants could rescue their boss. The X-Men were defeated by the Doombot, who even turned Storm into a chrome statue.

The mutants escaped their prisons and freed the claustrophobic Storm, whose panicked weather powers engulfed the eastern U.S. in a powerful hurricane. A truce was settled among the three parties, and all parted company.

Cosmic Revenge

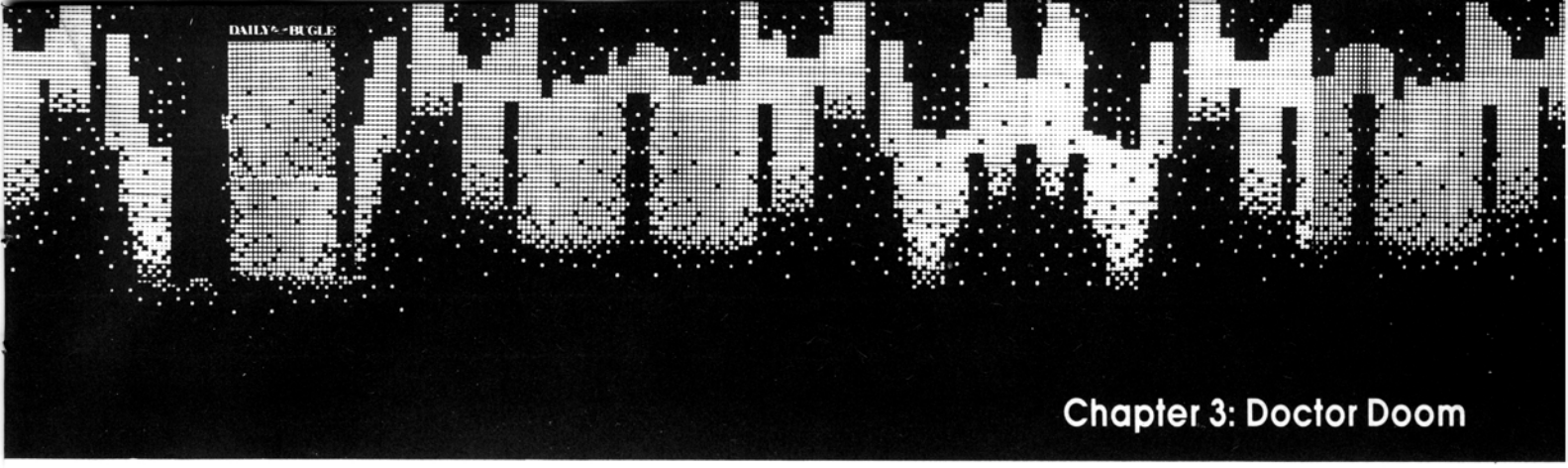
Latveria had been restored to its previous state before Zorba's rule. Its people were healthy and happy once again, and some of that happiness seemed to be reflecting from the Master himself. Doom, in his dealings with the child Kristoff, showed another side of himself: one possessing almost fatherly love for the child.

Doom took the boy along with him during his daily duties. Kristoff watched during Doom's inspection of his robots duplicates. One robot, who was in the insulting encounter with Arcade and the X-Men, thought that Doom might have a need of the red-haired villain in the future, so it hadn't killed him. Doom destroyed the robot for daring to think that Doom needed anyone.

Kristoff then watched Doom deal justice for all the petitioners that came forward that day. Doom thought to teach Kristoff all of his daily duties.

Days later, Hauptmann informed Doom that a great project had been completed and was ready for him, a device capable of simulating the cosmic power of the Silver Surfer. Doom went to the room and, instead of getting into the chamber himself, put Hauptmann in it. The power destroyed Hauptmann completely. Dr. Doom had suspected that the energy would be too much for a human body to contain, and Hauptmann's eagerness for Doom to enter the chamber only confirmed this. If he was truly successful, Hauptmann would have used the device's power to gain revenge against Doom.

Dr. Doom spent some time searching for a living candidate powerful enough to contain the ramapant energies of the device. Despite the pawn's power, Doom had to be in control for this endgame. He finally found Tyros, the alien whom Galactus conferred cosmic power on once before as Terrax the Tamer. The alien had lost his memory and power in his previous fight with the Fantastic Four, but these came back to him with the power from Doom's machine along with his hatred of the Fantastic Four. Doom coerced him to destroy his previous enemies. Unbeknownst to Tyros, the power running through him would destroy even his body in a matter of hours, an effective failsafe for Doom's control. The suit Doom equipped him with held the power in check a little longer.



Chapter 3: Doctor Doom

The Thing and the Human Torch were the first to confront Tyros the Terrible. They fought amidst rush-hour traffic and a crowded grocery store, the danger to civilians quite high. Sue Richards, returning to the Baxter Building, was snatched out of the air by Dr. Doom's ship. Easily defeating a Doombot, she challenged Doom to fight. When Doom confronted her, he gave her the choice to fight the real Doom or to help her two teammates that were getting beaten by Tyros, below them. She chose to help the Thing and Torch.

The battle raged as Dr. Doom waited for the leader of the Fantastic Four to come to his team's aid. When he did not come, Doom went to the street below and ordered Tyros to stop: the defeat of the Fantastic Four could not occur without Reed Richards present. Tyros rebelled and locked Doom into battle. Using his cosmic power, Tyros fused Doom's armor together and left him standing a helpless statue.

The Silver Surfer arrived on the scene to help against another former herald of Galactus. Dangerously close to the cosmic fireball consuming Tyros and the Surfer, Doom (using the power he had learned from the Ovoids) transferred his mind into one of the people watching the battle. At the culmination of the Silver Surfer-Tyros fight, the explosion destroyed Doom's real body. Everyone assumed Dr. Doom had been killed in the blast. The only reminder of his presence was his metal mask.

Secret Wars and Secret Plans

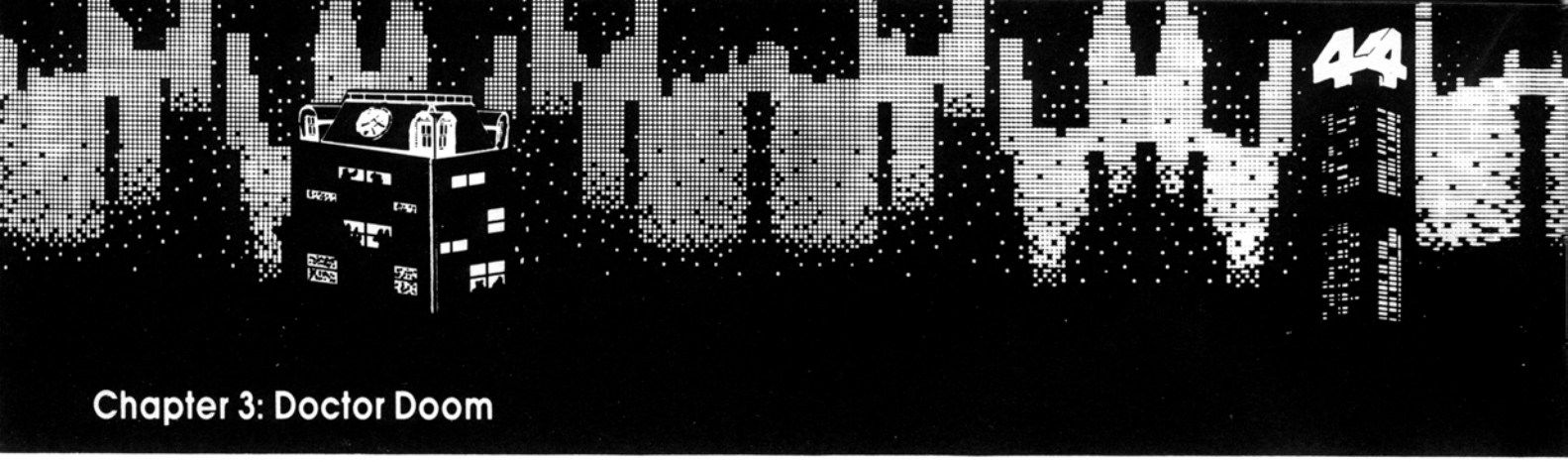
Despite all of Dr. Doom's power, he pales in comparison to other menaces within the Marvel Universe, including one of the most omnipotent—the Beyonder. Though his body was destroyed, Dr. Doom was collected by the Beyonder, along with a contingent of heroes and villains, to Battleworld, a patchwork world created in one of the far corners of the universe. The Beyonder had seen the image of Doom in the heroes' minds as the ultimate Earthly foe, but he couldn't be found on Earth. Unknown to all, Doom's mind lurked in a different body at the time, and this was sufficient to mask his actual presence from the Beyonder. Thus, the omnipotent force pulled Victor Von Doom from a future timeline to participate in the "Secret Wars," thus explaining why Doom didn't exhibit any knowledge that he was supposed to be dead.

The Beyonder promised the collected groups their hearts' desires if they were to fight each other and win. Immediately, Doom grasped the magnitude of the Beyonder's power, watching even as Galactus was humbled by its might, and was wary of doing exactly as the being demanded. When Dr. Doom arrived at the villains' headquarters, he found he had been elected their leader. When he insisted that they think instead of blindly attacking the heroes, they rebelled. Doom flew off to confer with the one other mind he thought capable of grasping the problem: Reed Richards. As he sped toward the heroes' camp, Doom was shot down by Kang; crawling from the wreckage, Doom encountered the heroes and took their offers of aid as pity and attacked them. Many of the villains took advantage of Doom's actions and launched a surprise attack.

Doom left the senseless melee and proceeded back to the villains' headquarters. Doom saw his way to ultimate power opening up and re-established his leadership with his newly created pawns Volcana and Titania as well as a reprogrammed Ultron. These allies, combined with the ever increasing might of the Molecule Man, kept Doom in his position of power throughout the Secret Wars. His goals now totally focused on the ultimate powers presented by the Beyonder (and his knowlege of the costs of sorcery), Doom was not swayed by the Enchantress' promises to magically repair his face.

Doom led the villains on a number of successful skirmishes against the heroes, but acted alone when Galactus called his world-ship to this isolated sector. Doom covertly boarded the ship, hoping to obtain technology to allow him to master Galactus and the Beyonder both. Freeing Klaw, the master of sound, from Galactus' ship, Doom realized Galactus' purpose in bringing the ship here: to consume Battleworld and all upon it. With a reconstituted Klaw as his newest pawn, Doom set out to disrupt Galactus' plan. With this interference, Galactus noticed Doom's presence on the ship and ejected Doom furiously from the ship and orbit.

Despite his lofty ambitions, Doom had fallen to ground once again. Surviving the re-entry and crash landing, a broken, dejected Doom staggered into his base and collapsed. The heroes attacked the base, finding Doom in this sad state, and imprisoned the monarch of



Latveria, thinking him helpless now. While the heroes fought Galactus, Doom realized a new plan, and escaped the prison with Klaw. When the heroes forced Galactus off-planet and he began to eat his world-ship to marshall his strength, Doom stole the wild energies and absorbed them into himself from Doombase.

No matter how much might he wields, Doom always endeavored to be the strongest and most powerful, so he chose to attack the Beyonder. Doom reconfigured his armor and approached the portal of the Beyonder. Despite all his and Galactus' power, Doom was beaten and nearly destroyed by the Beyonder. After he lost the battle, Doom's memory, thoughts, and body were probed, analyzed, and peeled away by the Beyonder. Doom's body floated in pieces, his indomitable will holding on to his sanity and life. Amidst unimaginable pain, he opened his remaining eye and groped for his breastplate. He was able to activate his hidden weapon and absorb the Beyonder's power, thus becoming the most powerful being in the universe.

Returning to the planet, Doom revealed the full extent of the Molecule Man's power to him, yet still ascertaining his inferiority to Doom. Doom summoned the heroes to his newly constructed tower, where he warned them not to bother him further. His dealing with them was at an end. Captain America later found Doom and they had a conversation, where Doom revealed that he was going to free his mother's soul from Mephisto, then have no further dealings with the world of man.

Later, the collection of heroes couldn't believe that Doom would stop his ways of conquest, so they voted to fight him. Upon that proclamation, Doom killed them all in a massive explosion, but the heroes survived through the sacrifice of the alien healer Zsaji.

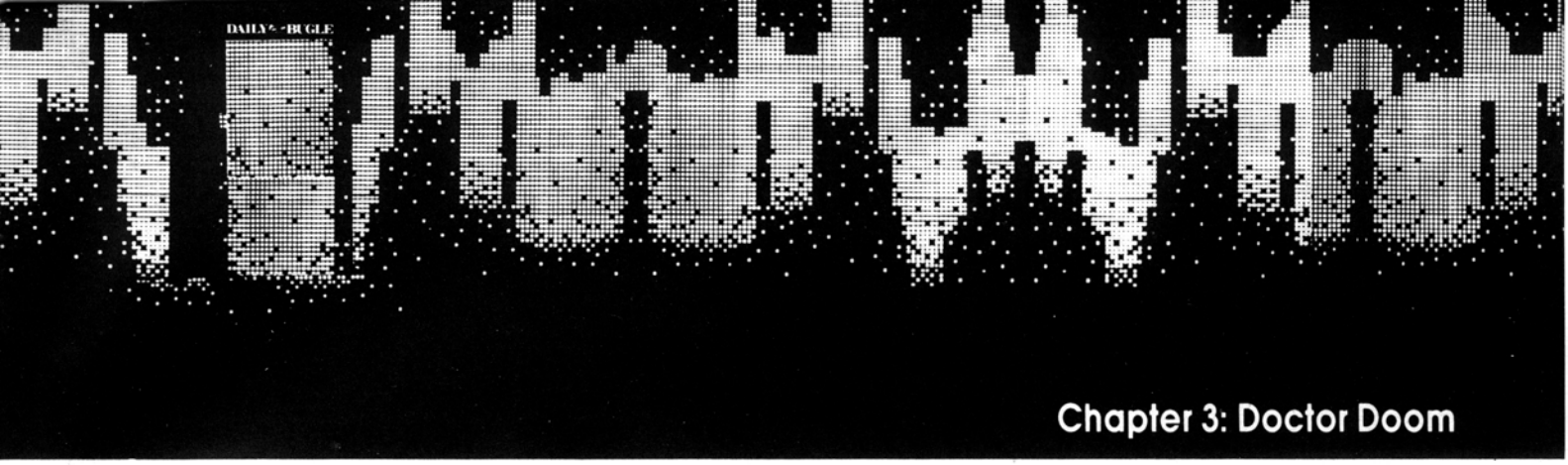
The essence of the Beyonder lived in Klaw, and he egged Doom on in using the Beyonder's power. Doom even gave some of the Beyonder's power to Klaw, so that the Master of Sound could kill all the heroes a second time for him. Captain America made it into Doom's chamber, where Doom disintegrated him. The Beyonder revived him and he kept going after Doom. Doom's disbelief and flagrant use of the power caused him to lose control. At this point, the Beyonder took all his power back from Doom and then disappeared with Doom and Klaw. Dr. Doom and Klaw were later returned to their places in the time stream, though even the Beyonder learned to acknowledge the power of Victor Von Doom. The heroes were returned to Earth by the Beyonder.

While Doom unknowingly had two contingency plans running concurrently, a third was activated with the return of the heroes to the Baxter Building. The mask of Dr. Doom became animated and attacked the Human Torch and the She-Hulk (recently arrived as a temporary replacement for the Thing). The power wielded by the mask was enough to keep the two heroes at bay until aid arrived. Reed Richards came back to the Baxter Building just in time to seal the building from outside signals. Doom's hatred for the Fantastic Four knew no boundaries, not even those of his supposed grave.

The Second Doom

As a standard practice, Dr. Doom never allows news from outside Latveria to enter the country without copious editing and slanting to maintain the stability and loyalty of his people. Thus, news of his demise never reached Latveria; a Doombot took to the throne until Doom's heir could be prepared. Kristoff, the young boy adopted by Doom, was being readied to take on the mantle of Doom.

Dr. Doom interrupted the boy's education and brought Kristoff to an isolated part of the castle. There, Kristoff encountered many Doombots, including the Doom that brought him here, who informed him that the Master was killed in battle against Tyros and the Silver Surfer. The robots were activating one of Doom's contingency plans, and transformed the boy (in mind, not body) into Dr. Doom through the use of a Memory Transference machine. The full recorded history of Victor Von Doom was to be transferred to the mind of the young Kristoff; this history was a personal record that imprinted Doom's view of his own history and all his biases onto Kristoff's mind. Kristoff's mind was overwhelmed and Victor's indomitable will took over the boy's body. Having absorbed the memories and experiences of Doom up until the Baxter Building was first towed into space, Doom's mind was strong enough to vocally command the robots to stop the memory transferrance.



The Doombots, or Doom himself while planning this contingency, had built another suit of armor built to disguise his child's body, and Kristoff took to wearing this exoskeleton. The robots now acknowledged Kristoff as their Master and stopped the machine before the completion of the memory-tapes, because Kristoff/Victor was too eager to put a plan into motion. Rethinking his strategy, he quickly rebuilt the grabber and watited for his revenge to bear fruit.

Waiting until his sensors showed the Baxter Building to be empty save for the Fantastic Four, Doom activated the grabber and once again sent the Fantastic Four's headquarters into space. Confronting Doom II on a video screen, Mr. Fantastic attacked Doom's vanity by asking why Doom repeated this course of action, as Reed had always "credited [Doom] with a greater flair for originality." Convinced that this time, without the Sub-Mariner to save them, he would triumph, Doom II blew up the building as it reached the edge of space.

Given his limited memory, Kristoff/Doom II hadn't reckoned with Susan Richards' forcefield, however, since that power hadn't exhibited itself in his transferred memories. The Fantastic Four, Wyatt Wingfoot, and Franklin survived the explosion and returned to Earth in one of the Invisible Woman's forcefields. Flying into Latveria from orbit, the heroes launched an assault on Castle Doom. They easily broke through the defenses and found Doom surrounded by his Doombots. Despite the warnings of his robots, Doom II surprisingly offered no resistance to attacks by the She-Hulk. Kristoff, as Doom, believed the intruders to be imposters; in his mind, there was no way the Fantastic Four could have escaped his death trap. The She-Hulk tore the armor of Doom off of him, and found Kristoff inside, raving as madly as Victor Von Doom ever did. The Fantastic Four took him with them, intending to undo Doom's robot's brainwashing.



From the Beyond

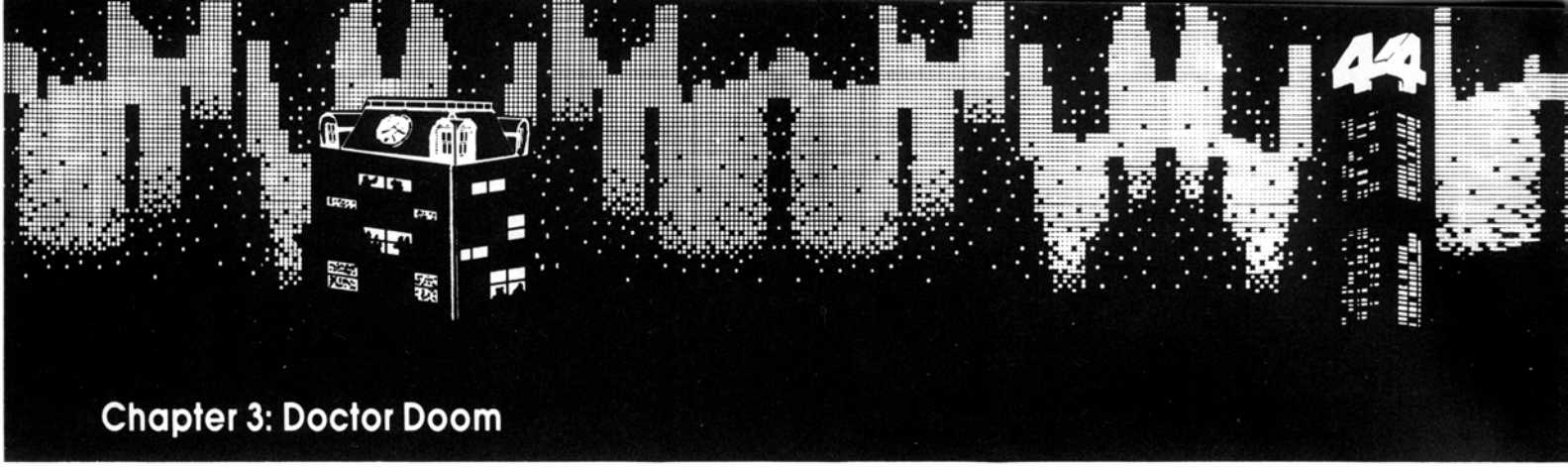
No matter how final death seems in the real world, it never seems to stop the menaces of Marvel from returning and gaining their revenge. Ever vigilant against the world losing an intellect such as his, Dr. Doom survived the destruction of his own body by exchanging his mind with Norman MacArthur's (a bystander at the battle between Tyros and the Silver Surfer) right before the blast. Careful not to let anyone realize he had survived, Victor continued to masquerade as MacArthur for a number of months while he built devices for his return to power.

After a number of months, Doom finished building various weapons and a costume in the MacArthur's basement. He imprisoned Peggy MacArthur in the house while he worked. One day, he left and Peggy saw the costume he had made on the television—the costume of the Invincible Man. She went out to find her husband.

Meanwhile, Sue Richards, She-Hulk and the Wasp were helping the Invincible Man invade the Latverian embassy to "free the Invincible Man's family." This story was all a ruse, however, to allow Doom to recover his real body. The rest of the Fantastic Four showed up to help, but Doom knocked them all out with a Concussion ray. Each hero or heroine was imprisoned in a cage designed for his or her unique powers.

Convinced his enemies were helpless before him, Doom concentrated his efforts on the task at hand, using the mystical Flames of Faltine to restore his original body. This attempt failed, so he altered the spell to bring the most powerful force in the universe to him.

At this time, the Beyonder was on Earth to learn more about humanity, and he was summoned to the room by Doctor Doom's spell. Doom blasted the being, thinking to command him, but the Beyonder's power was too much for Doom to handle. In anger, the Beyonder nearly snuffed out Victor's existence when Mr. Fantastic interfered. The Beyonder freed Reed from his prison and it was discovered that the Beyonder didn't recognize the being at his feet as Dr. Doom. Reed retold the events of the Secret Wars, which Doom protested had never happened. The Beyonder probed deeper into Doom and finally placed him as the one who stole his power before.



Chapter 3: Doctor Doom

Incensed, the Beyonder prepared to kill him, when Richards again interfered. Reed asked the Beyonder where he had gotten Doom from for the Secret Wars. The Beyonder admitted that he had seen the image of Doom in the heroes' minds, but couldn't find him on this temporal plane, so he pulled him from the future. Therefore, Reed asserted, he couldn't kill Doom or the fabric of time might unravel. The Beyonder wasn't sure that he could survive that, so he returned Doom to his real body, restored Norman MacArthur to his own body, and sent Doom to the Secret Wars in the recent past. Doom quickly reappeared in the embassy a short time later, restored to his place in time by the Beyonder.

Plans of Power and Purpose

Returning swiftly to Latveria, Dr. Doom oversaw the final completion of his latest invention. With the Particle Projector, Doom planned to nullify the world's nuclear arsenals and power supplies by making all the radioactive material inert. Cloak and Dagger, travelling through Europe, happened upon Latveria on the night that Doom's plan was set into motion. They attempted to stop Doom using the direct approach. Dagger tossed her light daggers at him, which immobilized anyone evil. But Doom hardly considered himself evil, for he thought what was good for Doom was good for the world. Realizing they couldn't beat Doom or destroy his machine on their own, they let Doom defeat himself. Cloak enclosed Doom in the void within his cape. Doom was using his gauntlet blasters to get free when Cloak released him; Doom's own power blasts were aimed at the Particle Projector, and it was destroyed. Cloak and Dagger beat a fast retreat, leaving another of Doom's plans in ruins.

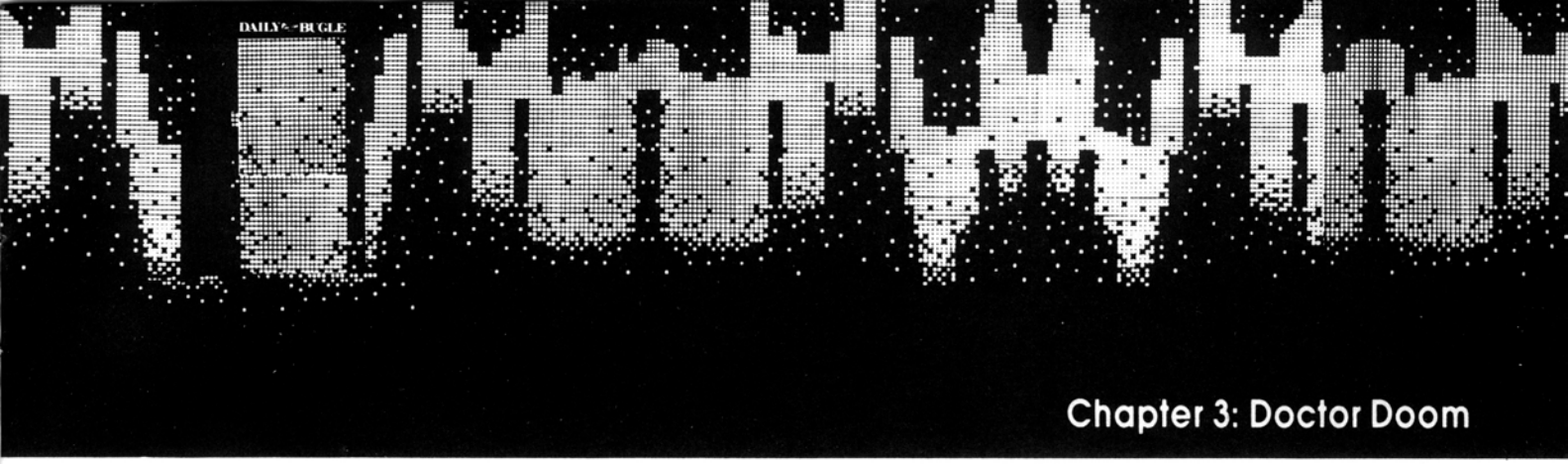
Swiftly moving on to an even greater plan, Doom captured Zebediah Kilgrave, the man known as the Purple Man. His power to control people by emitting a unique element absorbed or inhaled by his victims was crucial to Doom's latest plan. Doom placed him in his invention, the Psycho-prism, that, when active, would allow Doom to control the population of the Earth. Some of the world's heroes however, were immune to the effects, so Doom enlisted the Sub-Mariner to plant special disks on them that made them susceptible to the Psycho-prism's control.

While in Doom's machine, Kilgrave accused Doom of not being fit to rule since the power controlling people was his, not Doom's. To erase all doubt in his right to rule, Doom entered the machine and took off his mask. Doom, through willpower alone, withstood Kilgrave's power and commands. Doom always had the sheer will to rule all; his tools and pawns such as Killgrave were forever secondary means to his goal and will.

The West Coast Avengers managed to uncover Doom's plot and tracked him down to an island in the Caribbean. The heroes defeated a large army of robots and had breached the Psycho-Prism complex. At his apparent moment of defeat, Doom activated the machine and imposed his will and control over the Avengers and the world.

Wonder Man had been in an isolated experiment during the first month of Doom's rule, and emerged from it to find the world changed. Discovering he was immune to Doom's power, he spent a short time in hiding, returning to the Avengers compound to free a select group of Avengers from Doom's influence. Together, they launched an attack on the Psycho-Prism. Doom monitored the battle, strangely enjoying the resistance the Avengers posed to his rule. Just before the heroes destroyed the machine, Doom could have stopped them, but he abandoned his plan to fate. In truth, Doom was bored with ruling a totally controlled populace and craved the opportunity for opposition. The Sub-Mariner, released from Doom's control and joining the Avengers as an ally, destroyed the Psycho-Prism, and ended Doom's reign as well as the Purple Man's life.

Historian's note: Though Doctor Doom is hardly the most upstanding specimen of leadership, and his ruthless actions have made him worse than many of history's despots, his tenure as ruler of Earth managed to cure many of the world's ills, albeit temporarily. Many social and economic problems such as starvation in Ethiopia, the threat of nuclear war, and commonplace problems such as crime were dissolved by Doom's control and supplemental programs. It can only be hoped that world leaders and citizens, while making choices of their own free will, can learn from Doom's more benevolent programs and make the world better on their own.



Chapter 3: Doctor Doom

Shadows of Doubts

As a result of the X-Men's recent battle with the Marauders, Shadowcat's phasing power was causing her to dissipate and fade out of existence. The X-Men read of Reed Richards' latest invention, which seemed to be what they needed, and they asked him to help save her.

Unfortunately, Susan Richards had recently found Reed's old college diary. Despite prophetic warnings from her son Franklin, she read the diary. Written in the book were notes that implied that Reed purposely sent the Fantastic Four in space to gain their powers. The cold, calculating tone and words of the diary and the emotions stirred by them almost broke the team up.

Responding to the X-Men's plea for help from their then-ally Magneto, Richards went to Muir Island with his machine to test it on Kitty. Filled with self doubt, he declared that the machine wouldn't work. The X-Men, especially Wolverine, didn't believe him, and a fight followed. Doom had recently planted a robot on the island to observe the X-Men. He saw the battle through the robot and offered the X-Men his genius; he would save Kitty Pryde where the Fantastic Four would not. The fight soon ended and the FF was sent away.

The X-Men went to Latveria to save Kitty, though many of the X-Men were very wary of Doom. The Fantastic Four, after resolving that Reed hadn't written the discovered diary, got back together and headed to Latveria to help Kitty Pryde and prevent the X-Men from being in Doom's debt.

The Fantastic Four arrived, and a fight with the X-Men continued until Franklin's plea to think of Kitty calmed the participants down. Entering Castle Doom, Doom started Kitty's reintegration with Mr. Fantastic observing. Reed stopped it abruptly and said he found an error in some of the computer's calculations. The bubble memory of the monitors was disrupted by Magneto's magnetic powers during the fight. Reed proposed that he perform the calculations and corrections himself in his head. He conquered his self-doubts about his skills and successfully set Kitty on the road to recovery.

During a later dinner provided by Doom, Sue Richards accused him of planting the forged diary years ago, as a long range trap to undermine Reed's confidence. Dr. Doom neither confirmed nor denied the charge.

A few months later, after a second acquittal before the World Court, Magneto received a summons to Castle Doom. Dr. Doom had found the remnants of Magneto's helmet with its telepathic circuitry and repaired it for the express purpose of challenging Magneto to a battle of wills. Each man in turn probed the other's mind, exposing their respective origins and motivations. The duel ended as a draw with neither gaining superiority over the other's will, both of their destinies forged by their pasts and any believed weaknesses long since turned into strengths. Magneto left, content with his then-peaceful ways of integrating mutants and humans. Doom laughed as he left, firm in his belief that the world would fall to his will alone, not any of his technology.

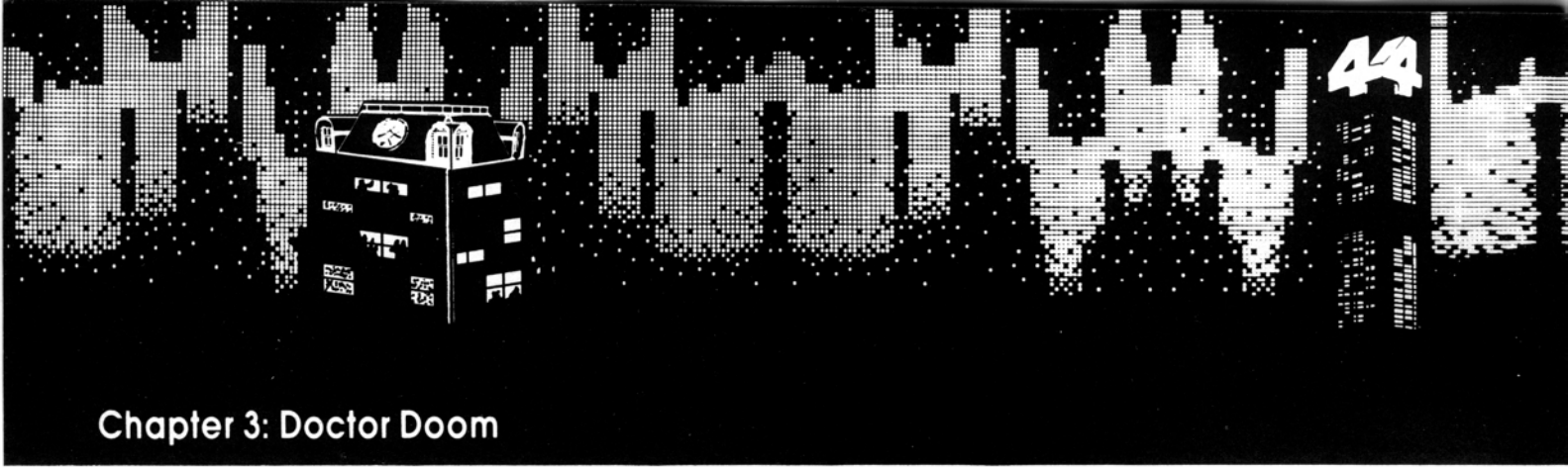
Doom: The Exile

In an action bordering unparalleled gall, Dr. Doom appeared at the Fantastic Four's headquarters, asking the Fantastic Four for their son. He explained that he needed someone of great power to help him defeat Mephisto and save his mother's soul. Reed refused to help Doom, citing the brainwashing of Kristoff as an example of how he treated children. Doom took his leave, heading back to the embassy.

Soon, the Fantastic Four's headquarters was attacked by a group of swarm-bots sent by Doom. A bomb destroyed the Fantastic Four's shields and the swarm-bots broke into the building. Despite the Fantastic Four's apparent success, a robot grabbed the young boy and rocketed off. The Human Torch gave chase, but the robot dropped Franklin into a waiting rocket ship piloted by Doom. The monarch of Latveria got away with the boy, leaving the Torch with only the now inert robot.

While the Fantastic Four pursued Doom's ship to Latveria, Franklin tried to use his powers to contact his father from inside the ship; Doom had psionic defenses installed in the ship to prevent such contact. Using a simplified version of his mother's story, Doom got the sympathy and willing cooperation from Franklin.

Back at the Fantastic Four's headquarters, the imprisoned Kristoff, still believing himself to be the real Doom, escaped using the abandoned robot that the Torch brought back. This went with Reed Richard's plan, and the Fantastic Four followed Kristoff through the



Chapter 3: Doctor Doom



myriad defenses set up around Latveria. Kristoff went directly to an abandoned house in the countryside, where his equipment and a Doombot was hidden behind a book shelf. Kristoff donned his armor, and used a secret passageway to head for the castle. The FF followed him, but were discovered and cut off from following him any further.

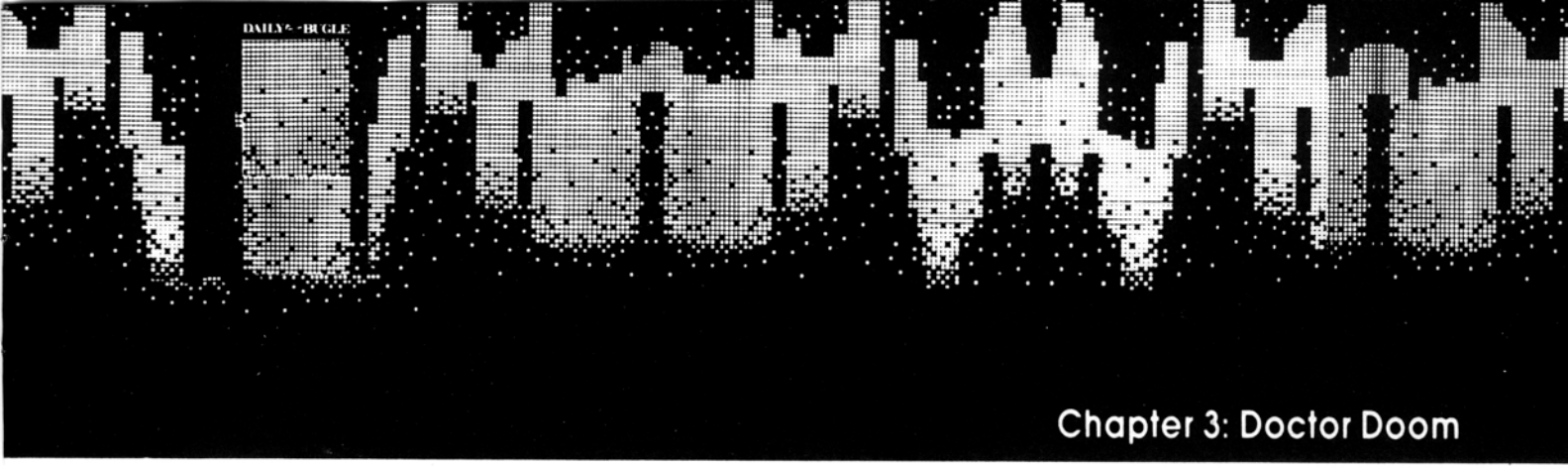
Meanwhile, Dr. Doom and Franklin prepared for Doom's annual trial against Mephisto for his mother's soul. Franklin's powers had been dampened for his own protection since he discorporated Mephisto months before. When Mephisto appeared, Doom treacherously offered Franklin's soul to the demon for his mother's. Mephisto was about to agree to the bargain when Kristoff and a contingent of Doombots burst into the room, attacking Dr. Doom.

Capitalizing on the moment, Mephisto abducted Franklin. The Fantastic Four broke into the battle and Mr. Fantastic barely managed to snake through Mephisto's portal to his realm to save Franklin. There, Reed placed a device that negated Franklin's psychic dampeners and the boy's power forced Mephisto to send them back to Earth.

Once there, Franklin almost used his powers against Doom because of the betrayal, but his father talked him out of it. Dr. Doom expressed that he couldn't truly trust another to help him and, in that, he was just as much a prisoner as his mother. The Doombots interpreted this as an admission of failure and, since the "true" Dr. Doom would never admit failure, the Doombots logic demanded that they obey only Kristoff as the real Doom. Faced with an attack from a multitude of Doom robots, the real Doom fled the castle, declaring a war on the imposter.

Faces Friendly and Fearsome

The Thing and Ms. Marvel were lost in a jungle after crashlanding a space shuttle and being mutated by cosmic rays after a battle against Fasaud. The Thing had become more rocklike and Ms. Marvel had become like the original lumpy Thing. They found a red robot, and promptly got into a fight. The robot absorbed all the power from their blows and converted that energy into making it stronger and larger. Finally, the Black Panther appeared and shut the machine off. They were lost in



Chapter 3: Doctor Doom

Wakanda and the creature was guarding Wakanda's sacred vibranuium mound. The robot had been designed by another visitor, Dr. Doom. After his flight from Kristoff, Doom looked to other monarchs to help him regain his throne from the usurper. He was currently trying to convince T'Challa to aid him and designed the Trans-Human ROBot (THROB) as an example of how Doom could help him.

Ms. Marvel, having been subject to a lot of trauma at this time in her life, was depressed and nearing insanity. She told Doom that she wanted to die rather than be in a mutated Thing-like body. Doom proposed to cure her if she'd help him punish the Fantastic Four. She forcefully refused, punching Doom in response. Doom was kept from retaliating by the Black Panther just as the other FF members arrived.

The Panther was accompanying the Fantastic Four back to America and, despite an outburst of anger on Doom's part, allowed the deposed Latverian monarch to accompany them. Upon landing in New York at the Wakandan Embassy, they were attacked almost immediately by a group of stormtroopers sent by Kristoff. The heroes, joined by Doom and X-Factor, easily dispatched the troopers. After the fight, Doom was rebuked by X-Factor in his request for aid to regain his throne. Doom abducted the Beast and Ms. Marvel and threatened to crush them if the heroes didn't level the Latverian Embassy within the hour.

Doom fled with his hostages to Four Freedoms Plaza, its security compromised by Doom since it was built. He placed his prisoners in a stati-cage and began constructing a constructing a new weapon. The Beast convinced Ms. Marvel to escape and try to stop Doom. She broke free but was blasted down by Doom. The Beast continued the fight, but went berserk by the time the rest of the heroes arrived. The Thing grabbed him and Doom grabbed Crystal, demanding that the Panther grant him safe passage from the building or she would die. Forced by the situation, he complied and Doom escaped. Unfortunately, Doom's rash actions and temper had made him yet another enemy from an erstwhile ally—the king of Wakanda, T'Challa the Black Panther.

At this same time, the West Coast Avengers had crashed in Latveria and were brought to Castle Doom while unconscious. Hawkeye and Mockingbird, as the leaders, were paced in a posh room. Kristoff had informed the Hungarian authorities, from whom the Avengers were fleeing, that he had the Avengers prisoner. The Hungarians offered to aid him against the other Doom if he returned the captive Avengers to them. Kristoff wanted the Avengers to ally with him, threatening to return them to the Hungarian authorities. Kristoff gave them all until midnight to answer.

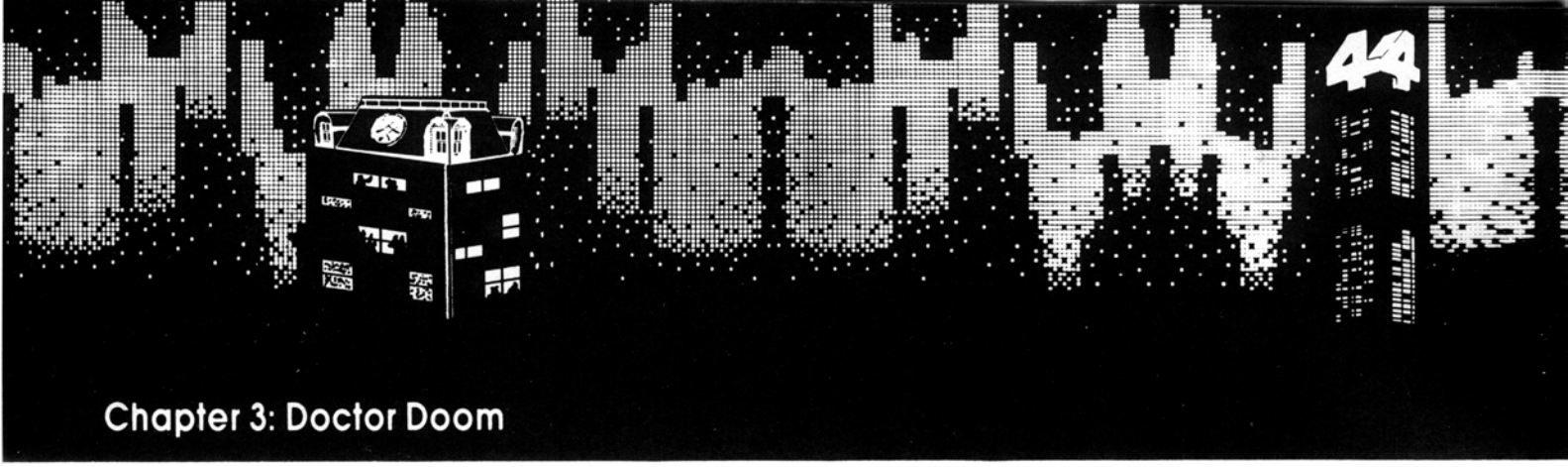
Kristoff, ever desiring to know his foes, placed Tigra and Moon Knight in a test chamber akin to the Danger Room to study their powers and weaknesses. Moon Knight apparently allowed himself to be knocked unconscious. This tactic merely freed Khonshu, the Egyptian god of vengeance, from his host. Khonshu threatened Kristoff with his wrath if the Avengers were not released; Kristoff only freed them since Khoshu saw and referred to him as Doom. The Avengers escaped their confinement with the aid of the freed Moon Knight. They soon left Latveria, but not before saving the insane Quicksilver from Kristoff's revenge.

Beyond Belief

In what seemed an act of desperation, Doom ambushed and attacked the Molecule Man in New York City, leaving him dead in an alley (or so Doom thought). Swiftly working his way into Alicia Storm's confidence, he persuaded her to take him to the FF's headquarters. The heroes assumed that he was attacking them and a brief fight began, but Alicia soon stopped the fight to give Doom his say. He had learned that the team, minus Crystal, was going into the Negative Zone to find a race of Beyonders, and offered to accompany them.

Once again, Doom was refused, the Thing saying that Doom was planning to steal the Beyonder's power again. Doom distracted the heroes long enough to get into the Negative Zone by himself. The Fantastic Four had no choice but to follow him.

The team was immediately attacked and nearly defeated by Blastaar, an old foe, but they were all saved by the timely arrival of Doom. They appropriated Blastaar's ship and set off to look for the Beyonders.



Chapter 3: Doctor Doom

Doom led them to the Crossroads of Infinity in the Negative Zone, where the ship was thrown through a many dimensions, finally ending on a world similar to Earth. Encountering the Beyonder, Doom outlined what he wanted—his memory. The time period he spent in Norman MacArthur's body was lost to him and he wanted to be whole again to defeat Kristoff and regain his throne. The Beyonder read Doom's mind and found he was telling the truth. As he was about to fulfill Doom's request, the Shaper of Worlds and Kubik appeared, demanding the Beyonder stop his actions.

While Kubik delayed the Beyonder, the Molecule Man and Volcana arrived on the scene. His power allowed him to survive Doom's savage assault in New York, and the Molecule Man now took the Beyonder's side and protected everyone else in a metallic arena.

The Molecule Man came to prevent the Beyonder from granting Doom's request. He knew that Doom wanted only his memory, but there was more left unsaid; Doom couldn't handle the power when he had it during the Secret Wars, but he might be able to wield it if his mind were whole. If the Beyonder granted Doom his memory, the metal-clad villain might steal his power again.

It was then explained that the Beyonder and the Molecule Man shared the same power and origin. In the past, power had come from the Beyonders' universe and automatically formed Cosmic Cubes. When Owen Reese became the Molecule Man, he released the energy of a Cosmic Cube but could not contain it; the remainder of the energy created a sentient pocket dimension that was the Beyonder. The two beings, realizing their true destinies, bonded together and became a Cosmic Cube. Doom swiftly used the cube to regain his memory. He tried for the Cube's power, but was stopped by the Shaper of Worlds. They were transported back to Earth, and Doom left in search of more allies.

Doom quickly went to Las Vegas and asked the Hulk, in his guise as "Joe Fixit," to help him and be rewarded with a safe haven in Latveria. The Hulk refused to help until Doom told the grey-skinned Hulk that he'd have to ask the Thing next, insinuating that the Thing was now more powerful than the Hulk. The Hulk lost his temper and was easily goaded into fighting Ben Grimm again.

The Thing and Hulk had a long, brutal battle, the Thing's initial victory soon interrupted by the appearance of a green Hulk. While the green Hulk, a robot created by the Eternals and repaired by Doom, fought the Thing, Doom enjoyed his scheme of revenge—this was to pay back the Thing for denying him the power of the Beyonder in the Negative Zone.

The Hulk robot and the Thing fought while Doom explained the appearance of the pseudo-Hulk and once again manipulated the Hulk by saying that Grimm was still his better. The Hulk then used his brains to tire the Thing out in a third battle and beat him. Doom then told the Hulk he expected him to serve him and be rewarded accordingly when he regained power in Latveria. The Hulk rejoined that maybe Doom would be working for him. They parted, each thinking the other was a fool.

Fighting on the Homefront

The First International Robotics Symposium was held in Latveria, attended by many great inventors including Tony Stark (Iron Man) and Scott Lang (Ant Man). Kristoff posed as Doom during the symposium and thought all the inventions paled beside his own, but a "wild card" he developed might prove interesting.

A virus swiftly spread around the symposium, disrupting many of the technologies on display. Stark, as Iron Man, confronted Doom, who revealed the hero was spreading the virus. Earlier, Iron Man was exposed to a gas that caused malfunctions in his armor, and he also inhaled some of the gas. Carrying it in his lungs, he distributed it to all the electronics he met.

Doom attacked Iron Man after explaining this, but the virus quickly affected his armor as well. It disrupted Doom's atomic power source in his armor; if not cooled or shut down, it would cause a nuclear explosion.

Iron Man used Ant Man's shrinking gas to enter Doom's armor and a special subharmonic frequency negated the virus, and he also cooled down the reactor in Doom's armor as well. Doom was saved and repaid them by letting them leave alive. Doom response to why he did it was "the object of chaos is chaos. You could hardly understand. . . ."





Doom was secretly providing criminals in New York with weapons, also hoping to goad Thor into battle. Once Thor arrested some thugs, Doom sent out his new robot, the Time-Bot, to free the criminals, knowing that Thor would show up at the disturbance. Both Hercules and Thor showed up to fight the Time-bot, but the robot held its own against the two gods.

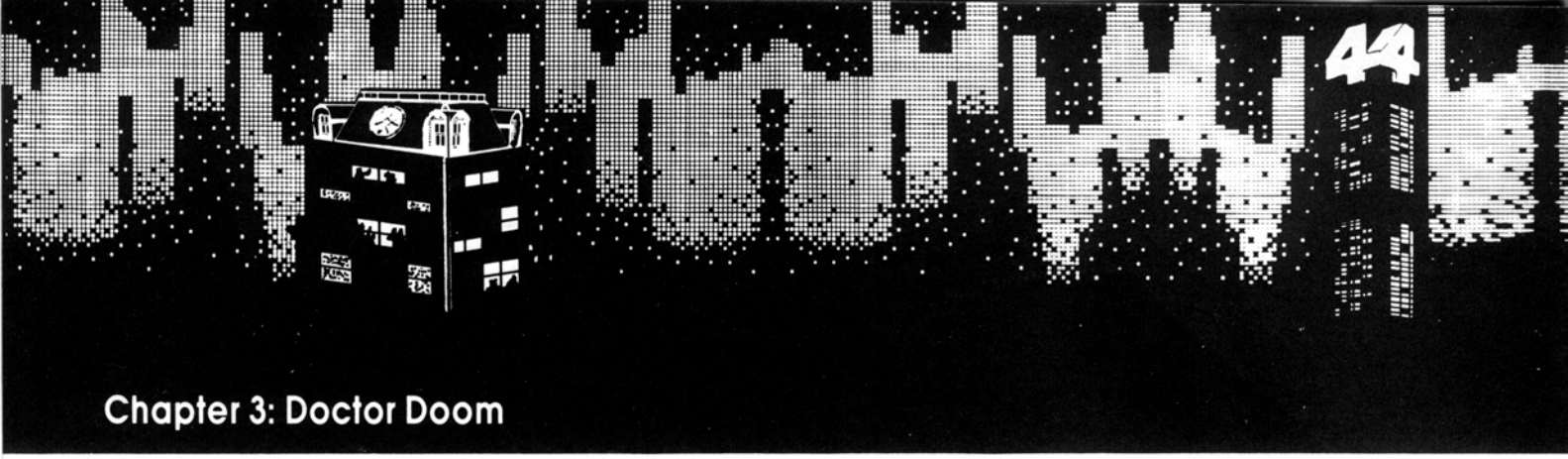
Not wishing his plans to be upset by Hercules, Doom arrived at the battle personally. As a ploy, Thor attacked Doom, but threw his hammer at the Time-Bot in a hope to destroy it. The Time-Bot captured Thor's hammer, and then Doom and the robot took the skies and escaped, heading for Latveria. Thor, separated from his hammer, reverted to his human alter ego of Eric Masterson.

Doom, upon arriving in Latveria, immediately set up his Time Displacer and powered it with the mystic energies of Thor's enchanted hammer, restored from the time stream by the Time-Bot. Time for the inhabitants of Doomstadt and Castle Doom stopped completely. Doom's armor made him immune to the effect, so he headed to the castle to reclaim his throne.

Hercules and Eric, joined by the She-Hulk, headed to Latveria in an Avengers jet to recover Thor's hammer. When the heroes arrived, they quickly defeated Doom's sentry guardbots. The She-Hulk and Hercules had little trouble against the robots, but Eric was soon trapped by the Time-Bot while trying to get to the Time Displacer.

Doom made his way to the castle, and found Kristoff was prepared for the time displacement and was also immune to the effects. The two Dooms fought, with the real Doom triumphing over his former heir. Even in defeat, however, Kristoff made Doom stop and think that to destroy him would be to admit failure, since he was his greatest achievement.

At the moment of Kristoff's defeat, Eric managed to pole vault over the Time-Bot and reach his hammer. Eric's touching the hammer and transformation to Thor caused it to explode, destroying it and the Time-Bot. Time flowed freely again and Kristoff suddenly had the upper hand in the castle, as all the servants recognized him as master. Instead of facing another battle, the real Doom chose the option of flight and spared Kristoff.



Chapter 3: Doctor Doom

Camelot 2093

Despite their differences, Iron Man and Dr. Doom share common points by being the armored knights of the 20th century as well as both being called by fate to attend to the matters of Camelot twice in their lives. Two separate objects, shaped like rooks from a chess game, appeared before Dr. Doom and Iron Man. Both objects held considerable power but defied analysis. When Doom learned of the second object in Tony Stark's possession, he attempted to buy the artifact. Stark refused his offer, so the deposed monarch threatened that he had until tomorrow to reconsider before Doom took matters into hand. Dr. Doom followed through on his threat, attacking Stark International and gaining the artifact despite all of Tony Stark's precautions.

Doom put the two object together, but nothing happened until Iron Man flew closer. As Iron Man confronted Doom, blackness from the artifact swallowed the two armored men and threw them into the year 2093, where the sorcerer Merlin was waiting. King Arthur had returned and had need of champions.

In the future, Arthur was still a child, but he had the memory of their previous encounter. Iron Man pledged his service while Doom flew off to make his own way in this new world. Merlin had sensed dark forces at work with the old S.D.I. platforms that orbited around the Earth. Iron Man went into space only to find one of the satellites was operational and was shooting a ray into the Earth's atmosphere. A future version of Iron Man attacked Tony and sent him plummeting to Earth.

Doom, at the same time, was working with the new technologies of the future but could not leave the time period with his new time machine. Merlin soon told Doom that he was brought here by magic, so he had to be sent back by the same force and have his companion Iron Man with him.

The heroes and Doom went to find Excalibur. Merlin uncovered the resting place of the Lady of the Lake, whereupon her hands rose from the water, Excalibur shining in her hands. Merlin levitated the sword out of her hands. Since Arthur was still a child, he needed a champion to wield the sword for him. Doom could not move the sword, but Iron Man could and thus became Arthur's champion.

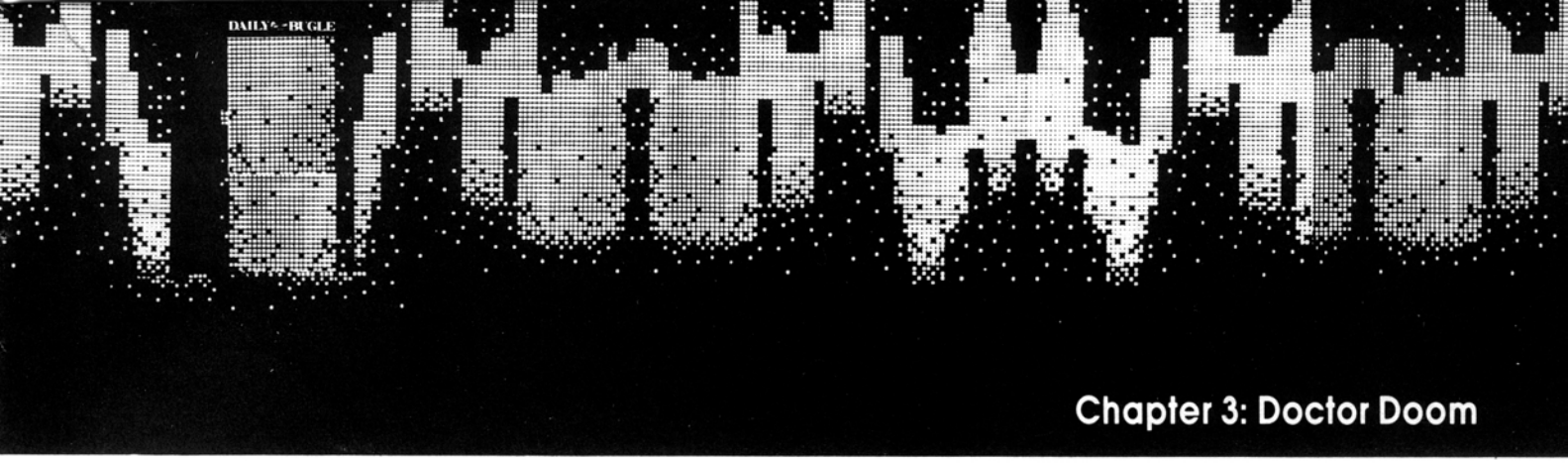
While Iron Man went to deal with the satellites, Doom was to confront the head of this devious plot. He needed no directions as he felt a pulling at his soul toward the meeting. Doom confronted the menace behind the threat to the future, his mechanical future self, who had survived the years by replacing flesh and blood with mechanical parts, until he was more machine than man. They fought and finally the human Doom emerged victorious, killing the mechanical mockery of himself. After this encounter, Doom vowed to himself never to become like that inhuman monster.

Iron Man came into conflict with the future Iron Man but now he easily stopped his future version with the help of Excalibur. Iron Man also disabled all the old SDI platforms. The two armored men from the twentieth century were sent home, but not before Doom uncovered Iron Man's identity. When they arrived back in the present time, all knowledge and remembrance from the future was luckily forgotten.

Acts of Vengeance

Doom, soon after his encounters with Thor and Iron Man, became a member of the conspiracy known as the Acts of Vengeance. A group of villains at the beck and call of the conspiracy leaders switched their normal opponents and attacked other villains' foes, hoping that this would throw the heroes off-guard and provide them with an advantage. It was engineered secretly by Loki, the Asgardian god of Mischief, as a revenge scheme specifically to defeat the Avengers, a group he unwittingly helped to create.

Doom joined the conspiracy, eager to gain revenge on his many opponents, but also seeing opportunity to grasp yet more power with which to regain his throne. While others actively pursued their revenge such as the Mandarin and the Wizard, Dr. Doom kept to the background for the most part, though not shirking his aid in the elaborate revenge scheme. Doom's Invincible robots were responsible for the destruction of Avengers Island, a major setback for the heroes, and he set Typhoid Mary the task of defeating Power Pack. Unfortunately, two things managed to hamper Doom's effectiveness within the circle of conspirators.



First, Victor and the Kingpin immediately fostered a dislike for each other. Doctor Doom thought of the Kingpin as a common gangster, and the Kingpin reciprocated by thinking of Doom as a man without a country. Doom, to prove his superiority, pitted his resources into defeating the Kingpin's foes, Daredevil and the Punisher. His attempts against Daredevil were second-hand, as he built and activated Ultron-13 to kill the Man Without Fear, a task the robot failed to execute. Doom's foray against the Punisher ended with Doom's calling a truce to regain an original oil painting Frank Castle had stolen from Castle Doom. Both assignments relative failures, Doom became further incensed and tired of the conspiracy circle when the Kingpin accused Doom of supplying chemical weapons to dictators. Doom was enraged that the imposter, Kristoff, was doing such a thing to sully the name of Doom and to spoil the reputation of his homeland, Latveria.

Second, Dr. Doom became obsessed with Spider-Man during the Acts of Vengeance, and invested more and more resources into studying and attempting to gain Spider-Man's then-cosmic powers. A large number of spy-cameras set by Doom recorded many of the web-slinger's exploits, and Doom sent out a near-constant stream of villains to harass him and test his powers. Doom and the other conspirators individually sent out a number of formidable villains to defeat Spider-Man such as the Brothers Grimm, Goliath, and Titania. Doom later made a bid to collect Spider-Man's new power with the help of the T.E.S.S. robot but this too met in failure.

Doom's Project Power was swiftly causing dissension among the other conspirators due to Doom's obsession with what would later be revealed as the Captain Universe powers. T.E.S.S. One was dispatched to absorb the energy Spider-Man used against it, but the power proved to be too much for the robot. Spider-Man destroyed it by blowing it up. Doom retrieved the skull of the robot, and tried transfer Spider-Man's power to himself. The transfer, however, was unsuccessful since the helmet of T.E.S.S. One exploded before the transfer occurred. Dr. Doom soon dissolved his partnership with the other villains and returned his attentions to regaining Latveria from his former heir.

Dealings with Doom

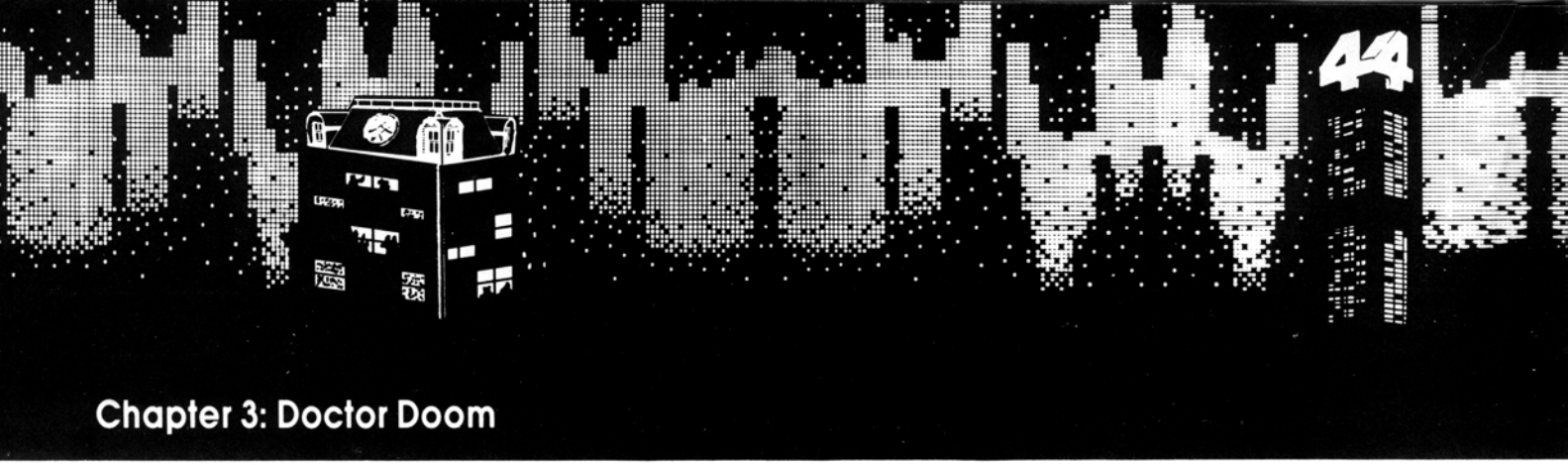
After the Acts of Vengeance, Doom tarried with a number of smaller plans while he prepared his final gambit to regain his throne. He attempted to gain revenge on Cloak and Dagger for their part in ruining his Particle Projector; his alliance with Mister Jip, who promised to deliver Dagger into Doom's hands, was short lived as the two heroes defeated Jip before they even reached Latveria. Dr. Doom also briefly allied with Storm to stop a factory from polluting the areas around Latveria. They gained a grudging respect for each other during their short alliance, vowing to meet again.

In the meantime, Kristoff was in Canada for talks between Latveria and Canada—he wanted to trade some technology for fresh water for Latveria, as it had recently become tainted and unusable. Concurrent with the false Doom's arrival, Alpha Flight uncovered a group of armored soldiers who called themselves the Latverian Liberation Front sneaking into the country. When they were defeated by the heroes, their bodies were destroyed by self-destruct mechanisms.

Given the apparent danger of assasination attempts, Kristoff demanded the protection of Alpha Flight while he was in Canada. During a meeting with the Canadian Parliament, Kristoff was attacked by more members of the Latverian Liberation Front. Alpha Flight defeated them and they were again killed by self-destruct devices in their armor. However, Vindicator traced the destruct signal to the false Doom's armor.

Kristoff had evidently set up the assassination attempts to draw sympathy from the international community. When Vindicator demanded an explanation, Kristoff claimed diplomatic immunity and, using a variant of his time machine as a teleporter, disappeared and left much speculation about his true purposes and identity.

Behind the scenes, the real Dr. Doom developed an antidote to restore Latveria's water to normal. He anonymously sent this to Latveria through Ambassador Fyotr as a gift from his neighboring nation of Symkaria. Thus, Doom solved what was Kristoff's major failure in the international arena and covertly undermined his rule; of course, who might have tainted the water but one who so easily found a cure for the problem?



Chapter 3: Doctor Doom

Too Many Dooms

When the Avengers opened their new building in New York, three Dooms covertly entered the building through various methods, one entering the door disguised as Iron Man. Once inside, the Dooms took over all the building's systems and put a lock on all communications.

Doom offered to detail how he breached their security if they gave him the secret of interdimensional travel (used recently against the Tetrarchs of Entropy). Doom also told them that two of the Dooms within the headquarters were Doombots, but he didn't reveal which one was the real Doom.

Doom wanted to use interdimensional travel to attempt to rescue his mother. Before any heroes could attack him, he said that one of the Dooms had a Neutron bomb in its armor that would detonate when the suit's integrity was breached and kill everyone within six blocks.

After the defeat of two Doombots by the Sandman and Captain America, Rage attacked the last Doom and knocked its head off. Rage reasoned that if Doom meant to save his mother, he wouldn't blow himself up and leave no one to save her—all the Dooms were robots, not just two of them. Doom himself was outside the headquarters, but he deactivated the bomb and left knowing that the Avengers couldn't travel interdimensionally—only Thor possessed that power.

Return of the Death Demon

Doom later tricked Excalibur into helping him get into the dimension known as Limbo. He wanted to get a metal known as promethium, which could be a pollutionless and inexhaustible energy source. Working in tandem, Doom and Shadowcat (wielding the Soulsword) managed to open a gateway between the dimensions and enter Limbo. Not entirely trusting Doom, Excalibur used Widget to follow them into the other dimension.

Encountering opposition from the creatures of Limbo, Dr. Doom grabbed the Soulsword and defeated them. However, Doom refused to give the sword back. The sword's wielder instantly became the ruler of this realm, and the dimension and its inhabitants adopted forms to match their master's thoughts. Kitty and Lockheed attacked Doom to no avail. The rest of Excalibur showed up, but all save Captain Britain fell to Doom's might.

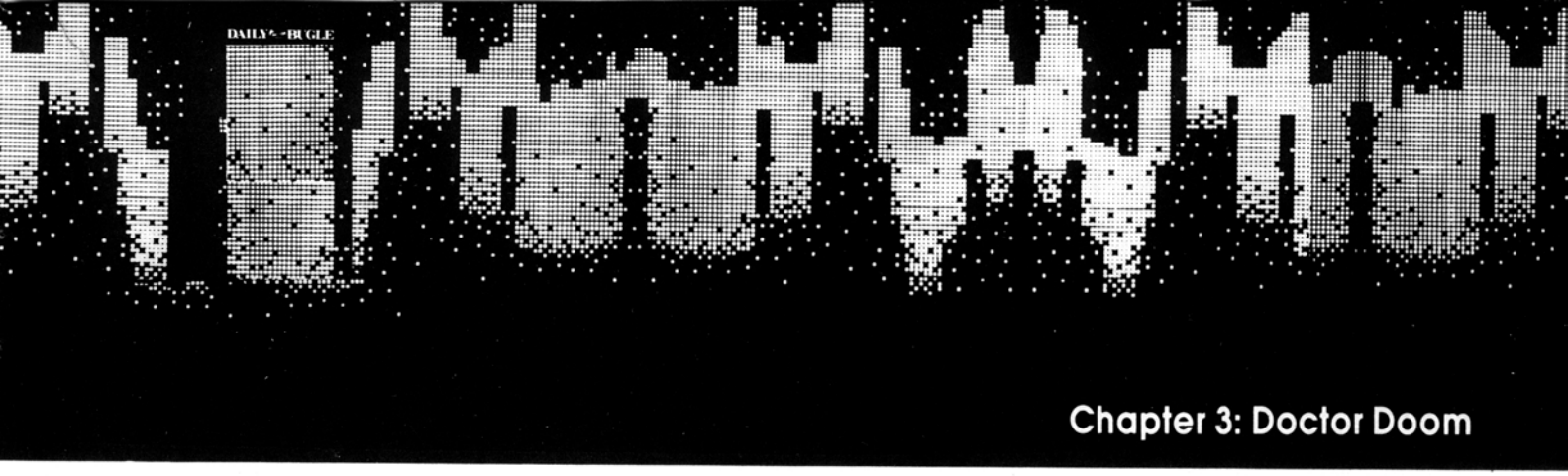
The Lady of the Lake, fearing that Britain's champions might not succeed, went to Iron Man for help, since he aided King Arthur in the past. She brought him and the West Coast Avengers to England to stop Doom. To create promethium, Doom needed to destroy Otherplace, as Limbo was now called. He planned to use five gateways around England to collapse Otherplace in upon itself; to prevent a vacuum, England would be pulled through the gateways and destroyed in the process. The Lady sent the Avengers into Otherplace to help Excalibur stop Doom and save England.

The two teams banded together to close the five gateways and prevent England's destruction. They met opposition from Doom's demons, all warped versions of Earth's heroes, but they all accomplished their missions.

With the destruction of the gateways, Doom used the Soulsword to attack the heart of Otherplace; this would destroy the dimension and turn everything within into raw promethium. Doom managed to pierce the heart when Phoenix stopped the sword with her telekinesis. The heroes were then distracted and overrun by Doom's demons. Only one stood against Doom—a former pawn known as Darkoth the Death Demon.

When he created the Death Demon years ago, Doom imbued his body with promethium. When Darkoth allegedly died, his body came to Otherplace instead. The former master and servant fought, and Doom allowed the promethium armor of the Soulsword to copy his own armor, using its powers to fight Darkoth.

During the battle, the Soulsword plunged into the heart of Otherplace, and the dimension was engulfed in chaos. After fighting Darkoth to a standstill, Doom escaped through an open dimensional portal to Earth, planning to reap the raw promethium after his foes and the dimension died. The demon S'ym arrived once Doom left, held in check only by Doom's will. He challenged Darkoth's rulership of Otherplace, but he was defeated. After the fight, Darkoth thought the only way to save Otherplace from destruction was to destroy himself. Meggan saved Otherplace by calming Darkoth and immediately, the demons all disappeared. The structure of Otherplace reflected the thoughts of the Soulsword's owner, and now the dimension and its ruler were at peace. Doom's promethium gambit had failed.



Doom: The Avenging Son

Return of the Master

What appeared to be the real Doom stormed Castle Doom with a group of reprogrammed Doombots. Doom and Kristoff faced each other in battle when a silver figure interrupted their confrontation. A third Doom stood before them, clothed in gleaming silver armor. The deposed Doom was apparently a robot that somehow was able to retain its identity in the presence of other robots. The silver-clad Doom destroyed that robot with one blast. When Kristoff continued to believe himself Doom, the silver Doom spoke a predetermined code word and immediately Kristoff's real mind was restored. The fight for the throne of Latveria was now over.

Doom returnd to his monitors and reviewed what he had missed on his allegedly extended period of absence. Noting Ms. Marvel's transformation into a Thing, Doom thought she was a weak spot in the team and quickly exploited that weakness. He offered to transform her back into a human being, a deal which Ms. Marvel now accepted. Doom changed her back into her human form, but now had other plans for her as well.

Ironically, Ben Grimm was no longer the Thing at this time but was upset that Sharon (Ms. Marvel) had to endure life as a Thing by herself. Exposing himself to cosmic rays, he became the Thing once again.

Doom sent a message robot to the Fantastic Four, inviting them to Latveria to meet him and to be reunited with Sharon. The Fantastic Four sped to Latveria and fell victim to Doom's traps soon after entering Castle Doom. Doom expected little resistance from a human Ben Grimm, but the Thing easily smashed his way through the castle and found Sharon. Doom appeared, and they began to fight. The Thing continued to mutate during the battle into his most powerful form, surprising and nearly defeating Doom until Sharon attacked Ben from behind with a thermo-lance. She was programmed by Doom to attack the Thing.

Reed Richards had escaped his trap and faced Doom alone. Doom gave Richards a Null-Time Sequencer, a device that allowed its user to move between seconds in time in either direction. He proposed a battle to the death in the timestream, and Richards accepted.

While the Thing freed the rest of the Fantastic Four and helped Sharon recover, the battle in the timestream attracted the attention of the Time Variance Authority, an agency set up to prevent major disturbances in time. All the time jumping was a criminal act in the eyes of the TVA and agents were dispatched to stop the criminals. The TVA robots swiftly targeted the Null-Time Sequencers and negated them, returning Doom and Richards to current time, Reed coming out of the battle the victor. At that point, Doom saw the intruders, attacked them, and was killed in turn. The Fantastic Four went with Justice Peace to face the accusations levelled against them, soon freeing themselves from the TVA.

After they left, Dr. Doom revealed himself—Kristoff was the Doom killed by the TVA, since Doom had switched places with his ward during his duel with Richards. He destroyed his remaining Null-time sequencer so the Time Variance Authority would not be able to trace where Doom had gotten the device.

Historian's note: The silver-clad Doom was the true Doom with the promethium armor of Otherplace. Due to time differences between the dimensions of Earth and Otherplace, Doom kept the armor for an unknown amount of time until Darkoth gained the sword in Otherplace. Situations indicate that Dr. Doom spent much time in other dimensions on his way back to Earth collecting rare and wondrous technologies like the Time Sequencers. Doom sometimes still wears armor that looks like the promethium suit but matches the abilities of his original armor. There is also speculation that Doom reprogrammed a Doombot to believe itself Doom even among other robots, and simply lied to Kristoff about its uniqueness; only Dr. Doom knows for certain.

Jewels and Spiders

The Black Fox, an elderly jewel thief, had stolen the Dragon's Egg, an oval emerald that held personal significance for Doom—it once belonged to his mother and he wanted it back. Spider-Man interfered, allowing the Fox to get away, but was nearly killed by Doom for his insolence. The web-slinger saved his own life by proposing he could get the gem back without unneeded publicity. Doom agreed and gave Spider-Man 24 hours.



Chapter 3: Doctor Doom

The Fox tracked the fenced gem back to one Andrew Carpathian—an ancestor of the founder of the Arcane Order of the Night—and his New Jersey estate. Carpathian planned to use the Dragon's Egg to power a machine to bring the Swarm back to Earth. The Swarm had been recently defeated by Spider-Man and the Avengers. Fighting for the same cause for a change, Spider-Man and the Fox broke into the room to prevent the return of the Swarm and to regain the Dragon's Eye.

Doom appeared and joined the melee, looking for the gem while bringing about the defeat of the Arcane Order. Spider-Man finally grabbed it out of the machine and gave it to Doom, completing his end of the agreement. Doom then turned to the Black Fox. His minions had recovered the Trask Diamond from the Fox's lair and, since honor demanded that he punish the Fox, Doom crushed the huge gem with one hand. The score was settled and Doom flew away.

The Love of a Son

The Aged Genghis, acting as an agent for the Vishanti, summoned a number of mages from across the globe. They met with the purpose of naming one of them Earth's Sorcerer Supreme. After battling many mind-controlled mages, Dr. Strange was the only sorcerer to free the Aged Genghis from his magical crystal prison. Strange was named Earth's Sorcerer Supreme, and as such, had to grant a boon to the only other magician who hadn't fallen prey to the crystal's control—Dr. Doom. Doom asked Strange to aid him in freeing his mother's soul from Mephisto, and Dr. Strange complied.

For the following weeks in Latveria, Dr. Strange taught Victor magic in preparation for their trip to Mephisto's realm. Strange was amazed at both the wealth of magical knowledge Cynthia Von Doom had collected as well as Victor's own aptitude and ability at wielding magic. He hoped Doom would not use his new magics to further his own greed and power on Earth.

When they were ready, the doctors entered the dark realm and immediately caught the notice of Mephisto. They were quickly separated and, as Stephen Strange relived his past, Mephisto offered Doom his mother's soul in exchange for Strange. The deal was set and Doom soon knocked Dr. Strange out by a sneak attack.

Mephisto returned Cynthia Von Doom's soul into a young body. She and her son had a brief, happy embrace, which ended abruptly when she asked how he had gained her freedom. When she found he had betrayed another to Mephisto, she was horrified and refused to leave Mephisto's domain at the expense of another soul. She renounced her son just as Mephisto encased her in a shell, and Victor collapsed at her feet.

At that moment and to Mephisto's surprise, Doctor Strange escaped his prison thanks to a small item under his cloak—Doom hadn't betrayed his partner. They resumed their attack on Mephisto but soon had to retreat, with Doom's mother as well, into a protective globe that was battered by the raw power of Mephisto.

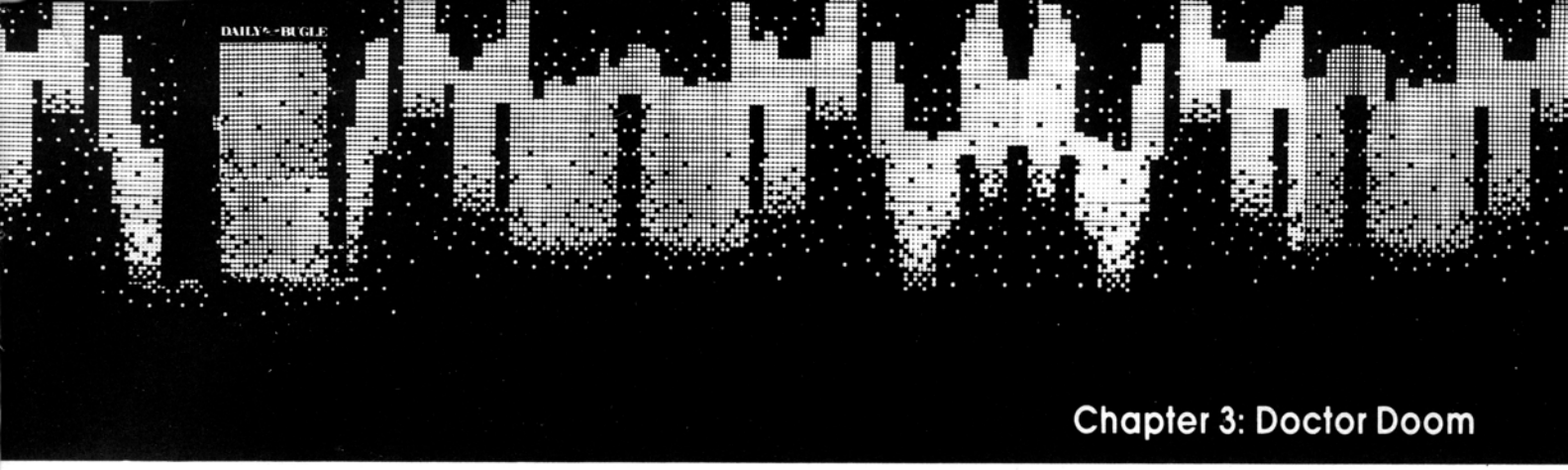
When all magics seemed to fail against Mephisto's power, Doom fired a concentrated pellet of anti-matter at the evil being. Even that couldn't stop Mephisto. Finally, Dr. Strange opened their protective sphere and tapped some of Mephisto's power to break the shell around Doom's mother. Incredible light poured out of it, causing Mephisto to scream and writhe in agony. Cynthia Von Doom had redeemed herself by refusing to leave at the expense of another and the light of her cleansed life force was an anathema to Mephisto. He quickly cast the mortals out of his plane, and sent them back to Latveria.

Once back in Castle Doom, Victor refused any help from Doctor Strange, sending him quickly on his way. He had accomplished what he had set out to do and needed the Sorcerer Supreme no longer. Victor, after long and tortured years of trying, finally freed his mother's soul, but at the harsh cost of losing his mother's love.

Harbingers of Doom

Doctor Victor Von Doom had finally attained one of his life's most powerful goals when he freed his mother. Now, and in the future, Doom's actions may change. His motivations could shift back to baser, less sympathetic concerns such as power and control of all before him.

He has been many things in his life, for good or ill, but Victor has always been a noble man and his honor and his word are more binding to him than any laws. Dr Victor Von Doom will always be powerful, incredibly arrogant, and exceedingly ruthless, but no one can truly predict what the final path of Doom shall be.



The Psychology of Doctor Doom

There are few people in history and in life as passionate and as driven as Victor Von Doom, inarguably the single most powerful leader on Earth today. What really fuels the heart (if any) and emotions of Victor Von Doom, driving him to many acts others deem insane or evil? Peer past the dark, forboding metal of his mask and look into the blazing eyes of Doctor Doom and learn what made a gypsy's son into a master of men.

Control

Victor became forever angry at the world when his mother died while trying to liberate her people from the oppression of the Latverian baronies. This gave Victor the idea that many ruling powers were incapable of performing their duties correctly, as his mother died trying to right the authorities' delinquencies. Doom's desire for control stems from this mistrust of authority. Only he had the power of his own destiny and he would never let anyone else rule over him. His hatred of outside authority flared even brighter with his father's unjust death while escaping an oppressive baron's wrath. With his father's death, Victor set upon the road to power to prevent the same end from happening to him.

Pride and Genius

After the death of his father, Doom buried himself in an all-consuming quest for knowledge that continues through to this day. His passion for knowledge coupled with his innate intelligence raised him far above the rest of his gypsy comrades and fostered pride and a sense of superiority in Doom that has become one of his primary psychological signatures. This need for his genius to be acknowledged was underscored when he won battles against the gypsies' oppressors and more so when he became the first of his tribe to go to America to school.

However, the battle between Doom and Reed Richards is the best example of Doom's hubris. His ego needs to be fed with the irrefutable fact that he has no intellectual peer, and the rest of the world must acknowledge that fact. Doom himself knows that he is the smartest person that has ever lived. Unfortunately, he has been continually frustrated in gaining the world's acknowledgment because of his defeats at the hand of Reed Richards and his accursed teammates. The utter humiliation and defeat of Richards and his cohorts is one of Doom's greatest goals in life, which warrants any tactics that he can devise.

Doom's pride also manifests itself in one very conflicting idea: Though many the world over consider the most evil of villains, Doom does not even consider himself to be an evil person. He truly believes that the rest of the world would benefit greatly if Doom were to rule them. Any action taken toward this goal is justifiable in Doom's mind, because it is for the good of mankind.

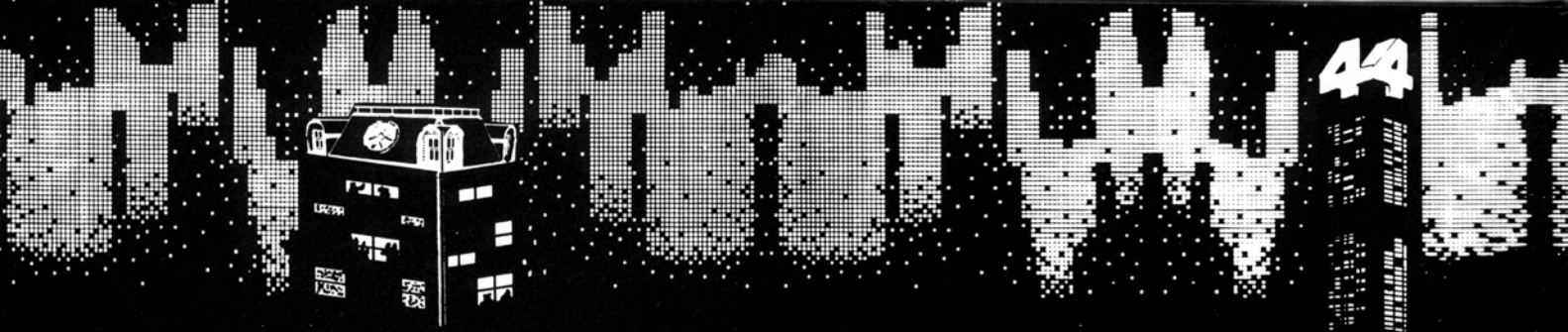
Pride and His Face

Victor's pride applies in one other major factor in the formation of the man called Dr. Doom—his scarred face. Before the explosion of his scrying equipment in college, Doom considered himself to be perfect, the peak of humanity both physically and mentally. The accident caused a slight scar on his cheek. To Victor Von Doom, the tiny scar ruined his perfection, and he could never again be the flawless person he was before. This unbalanced Victor, causing him to blame the explosion on his college rival, Reed Richards. Reed's warnings about some errors in his calculations became taunts to Doom and caused him to hate Richards with a passion.

In his rush for later power, Doom completed his facial disfigurement by donning the red-hot metal mask of his first suit of armor. His mind's eye version of his horribly scarred face now a reality, he could never even be close to physically perfect, so his need for intellectual recognition grew even more necessary for his ego.

Love of the People

It is ironic that one of the gentler forces that shapes Dr. Doom today grew out of earlier revenge. When Doom took power in Latveria, he quickly and vengefully destroyed the Draasen barony for their years of oppression against his gypsy tribe. Latveria was now a safe haven for the gypsies, a conquest for Victor in honor of his parents. Over the years, Doom has come to treasure Latveria and all of her people, not just his former gypsies. He perceives himself as the peoples' protector and anyone who threatens them, save Doom, is



dealt with severely. This protectiveness doesn't indicate a weakness in Doom; it is an extension of his need for control and show that a proper ruler can perform his duties faithfully.

The Salvation of his Mother

The most sympathetic force behind Dr. Doom was the burning desire to free his mother's soul from the clutches of Mephisto. Many of his quests for knowledge both arcane and scientific were undertaken expressly for that purpose. Almost any sacrifice was worth the success of his quest save that of swallowing his pride; Victor Von Doom could never debase himself and ask for help, for that would admit weakness. His mother has recently been freed from Mephisto, but at the expense of Doom's peace of mind. He had to force his mother to hate him in order for his plan to work. This weighs heavily upon the shoulders of Latveria's monarch. If it could ever be said that Doom has a weakness, it could be a situation where a mother and child are both threatened.



Quotes from the Doctor

"The King of Latveria is no common murderer. If I cannot magnificently win a victory . . . it affords me no pleasure to merely slay a foe."
DAREDEVIL #38

"Though Dr. Doom is capable of many things, the Master of Latveria does not lie!"
FANTASTIC FOUR #87

"I will not lower myself to performing parlor tricks for the rabble, any more than you yourself would. For in my own country, I am also a King! As witness, the royal seal of Latveria!"
Doom addressing King Arthur in IRON MAN #150

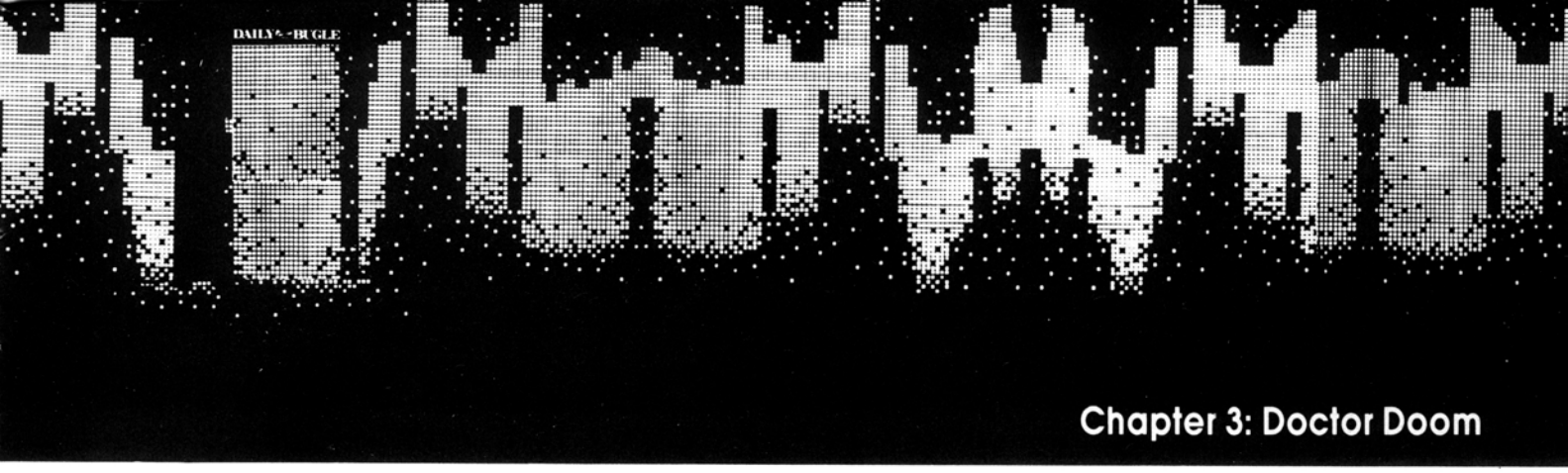
"A Renoir. I have three myself. I had four, but ordered one burned."
"What—? You had a priceless work of art destroyed?! In heaven's name, why?"
"It displeased me."
Doom discusses art with Tony Stark, IRON MAN #249

"I want that power. By right, it is mine. For ultimate power is the ultimate destiny of Doom."
SPECTACULAR SPIDER-MAN #159

"Pain? Pain is like love . . . like compassion! It is a thing only for lesser men. What is pain to Doom?"

"The responsibilities of my office have taught me respect for certain protocols . . . if not for the men who require them."
TRIUMPH & TORMENT Graphic Novel

"No, madman! Whatever you may see there—it is not fear! Fear is for lesser men, Skull. Never for Doom!"
SUPER VILLAIN TEAM-UP #12



DOCTOR DOOM: Official Game Statistics
These are the most current statistics and power listings for the true Victor Von Doom, Master of Latveria.

Doctor Doom

Victor Von Doom, ruler of Latveria

F	A	S	E	R	I	P
RM	EX	RM	IN	AM	IN	AM
30	20	30	40	50	40	50

Health: 120 **Karma:** 140
Resources: AM **Popularity:** 40

Role-Playing Notes
Dr. Doom is the most arrogant and ruthless human that ever was. He takes offense at the slightest imagined insult and never forgets such offenses, holding the grudge forever. His honor and ego hold him to his word, even if the promise goes against his intended goal. See "The Psychology of Doctor Doom" for more in-depth information about Doom and his motivations.

Known Powers
Mind Transferal: With minimal preparation, Doom can trigger his Amazing rank ability to switch minds with anyone with three areas who makes eye contact with him. Targets get to make a Psyche FEAT roll against Amazing intensity to resist this power.

Magic: Doom is an accomplished mage due to recent teachings by Stephen Strange. Unless otherwise stated, Doom can cast spells at Remarkable ability. He knows the following spells and magical effects:

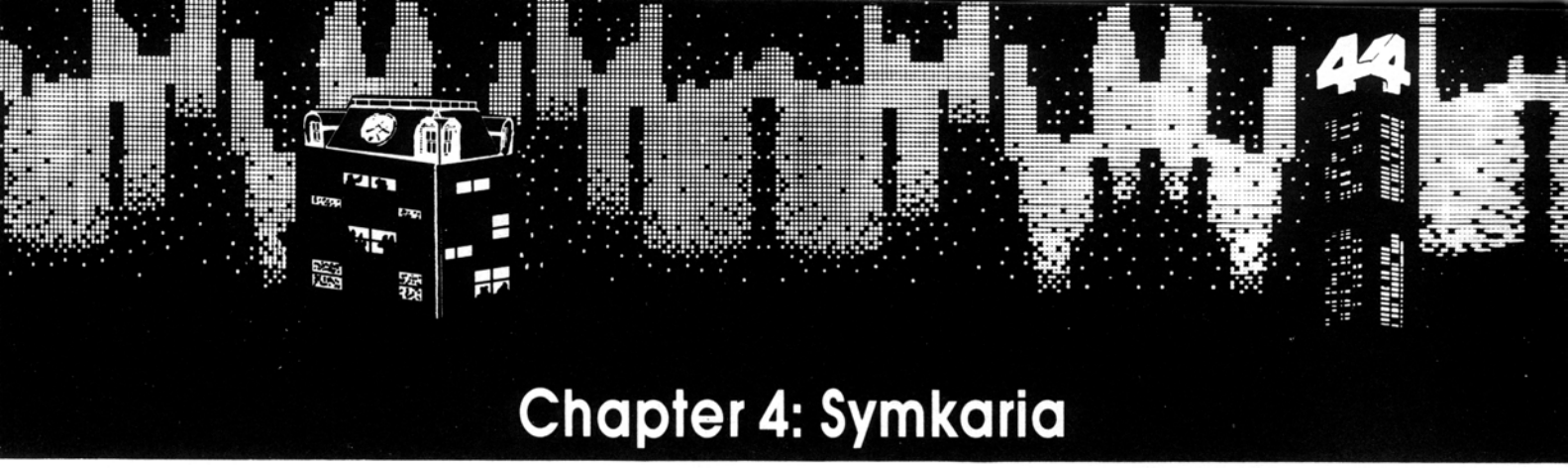
- *Crimson Bands of Cyttorak:* Remarkable rank Grappling attack.
- *Dimension Travel:* Limited to travel to Mephisto's realm. He can cast this at Typical level, which weakens the rift between dimensions and needs at least Excellent rank aid to break through the rift.
- *Eldritch Bolts:* Amazing rank force or energy.
- *Eldritch Shield:* Remarkable rank protection for one area.
- *Summoning:* Good ability to summon and control supernatural beings.

Equipment
Doom's Armor: Doom's nuclear-powered armor is more closely detailed in the *Machines of Doom* book, but the basics are as follows:

- *Body Armor:* Incredible (40) protection versus physical and energy attacks.
- *Electrical Field:* Unearthly (100) Intensity energy attack with touch, those in the same area as Doom take Incredible (40) energy damage. Unearthly or Incredible Intensity Endurance FEAT or fall unconscious for 1-10 rounds.
- *Flight:* Excellent (20) air speed (10 areas per turn).
- *Force Bolts:* Monstrous (75) force damage, range of 10 areas.
- *Force Field:* Monstrous (75) force field vs. physical and energy attacks, maximum radius of eight feet.
- *Infrared Scanners:* Remarkable (30) rank.
- *Life Support:* Incredible (40) rank.
- *Optical Scanner:* Monstrous (75) rank vision, range of 40 areas.
- *Parabolic Ear Amplifiers:* Remarkable (30) rank range of 8 areas.
- *Thermo-Energizer:* Absorb and store solar and heat energy of Amazing (50) Intensity.

Talents
Dr. Doom has the following talents, and his Reason is considered Monstrous when using his talents: Electronics, Engineering, Physics, Robotics, Weapon and Energy Systems, Spacecraft Technology, and Superhuman Physiology.

Contacts
He is a past ally of the Sub-Mariner and Doctor Strange. Doom also has spies planted in every major government across the globe, to keep up with fast breaking political and governmental decisions.



Chapter 4: Symkaria

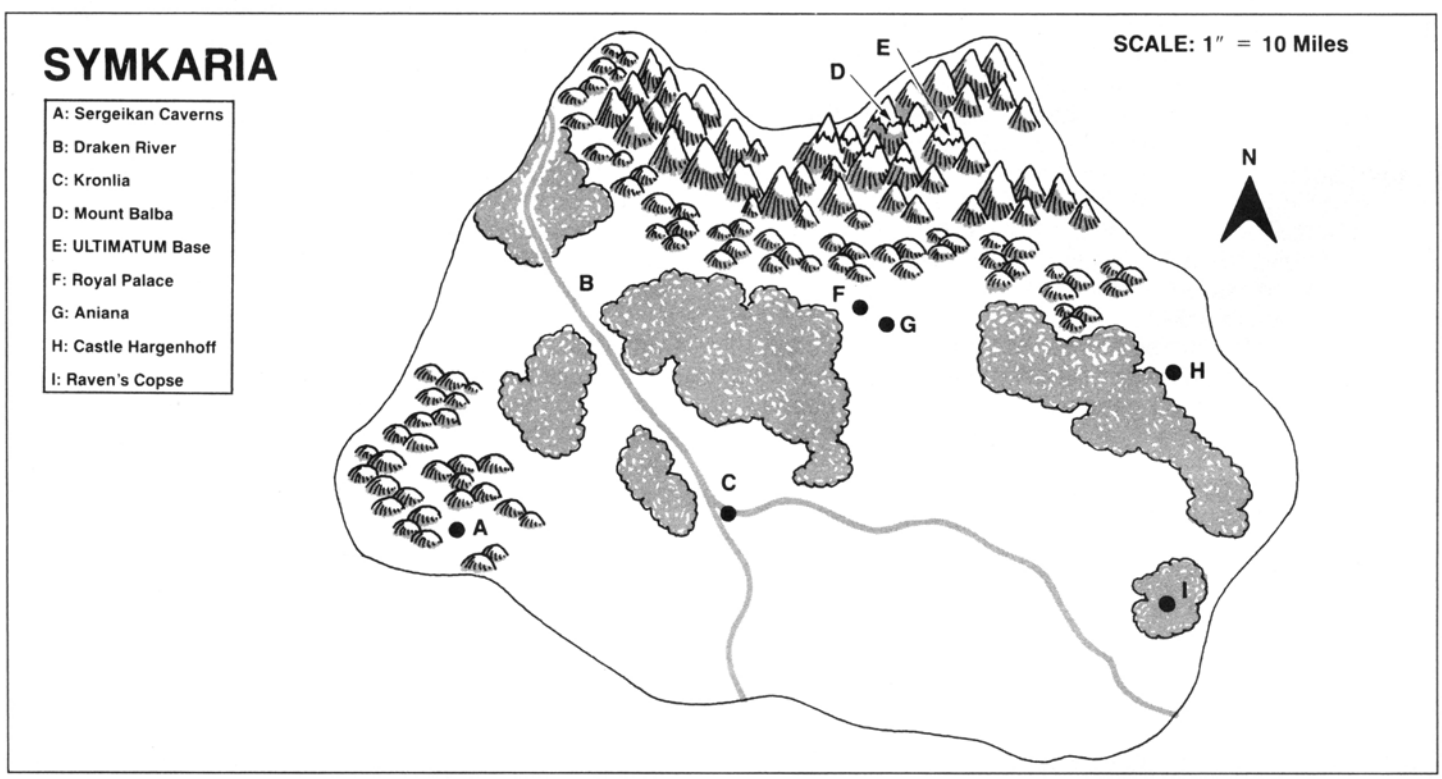
The most politically and economically shaken of the countries examined herein, Symkaria is still one of the most attractive places to visit in all of Europe. Its dense, lush forests and lofty peaks make this a tourists' paradise. In addition to the scenery, people come from all over the world to purchase goods from the fine master clock and toy makers of this tiny country.

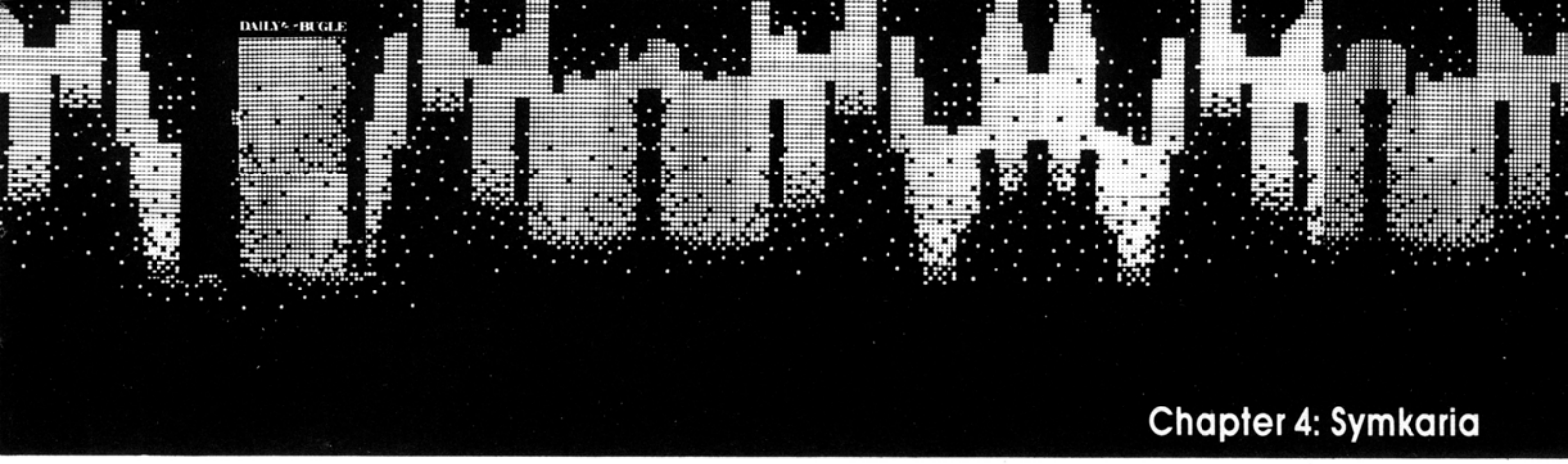
Bordered on the north by Latveria, this country is nearly always on the defensive militarily, as well they should be. However, their armies are more subtle than those in the rest of Europe, as soldiers are rarely seen heavily armed within the towns and cities. Bolstered by the mercenary forces and superhuman agents of Silver Sable International, Symkaria is quite well defended.

The folk of Symkaria, on the whole, are friendly and accomodating to the many tourists. They are a passionate people, whose collective voice is strong and always heard. Despite the diplomatic smoothing of relations between Symkaria and the USA, many natives are still cool toward American tourists and goods. Symkarians have long memories and don't easily forgive.

Symkaria has never been a world power either militarily or economically, but simply maintains its centuries-old territories with, for the most part, stable policies and government programs that benefit the whole of the populace. Trade policies are limited but profitable between Wakanda, other European nations, and Symkaria, though Silver Sable International and her mercenaries still account for over 50% of the nation's total export revenues. Due to the limited economy, the nation's overall development is not great, but the people and the small towns which dot Symkaria's landscape are comfortable. The country is relatively self-sufficient with its own agricultural products, though fossil fuel imports from the former USSR have put strains on the economy, resulting in fuel rationing and rising prices.

Its royal family enjoys its country's devotion and continues to be an active presence in the government of Symkaria. Throughout the 1950s and the 40 years since then, the royals have kept their presence strong in leading the government. Now, with Stefan out of touch while in mourning, the country is rife with political chaos.





History

Symkaria has now enjoyed 300 years of an uninterrupted bloodline on its throne, most of the rulers having kept the interests of Symkaria's people foremost in their concerns. The current ruler is King Stefan with no heir established as of yet.

Historically, Symkaria has had to fight almost continually for its independent existence. During the Balkan War of 1913, it had to struggle to avoid being annexed by any of the surrounding countries, especially Transylvania. Fortunately, the leader at the time, King Petrio (the great-grandfather of the current King Stefan), was a shrewd negotiator and was able to formulate some key treaties before the end of the war ensuring Symkaria's safety, though the exact particulars of negotiations are still unknown to this day. These documents, known as the Independence Treaty in Symkaria, formed the foundation for the rest of this century's diplomatic policies: to know the participants in every struggle and work Symkaria into a position of strength. This ideal worked well in World War II, when Symkaria allied itself with Latveria against the Nazi war machine. It also aided both countries a few years later, against the Russian aggressors in the post-War era seeking to annex the two tiny territories.

Despite the normally strong defenses, the Nazis managed to take and hold a small northeastern town and the surrounding area within the mountains from late 1941 to September 1942. A combined Latverian and Symkarian strike force destroyed the Nazi encampment, fuel depot, and concentration camp set up there at Eptrios, but not before 1,200 men, women, and children met their deaths. Many of the Nazis were killed in the attack, the survivors put to death later after a swift war crimes trial in 1945.

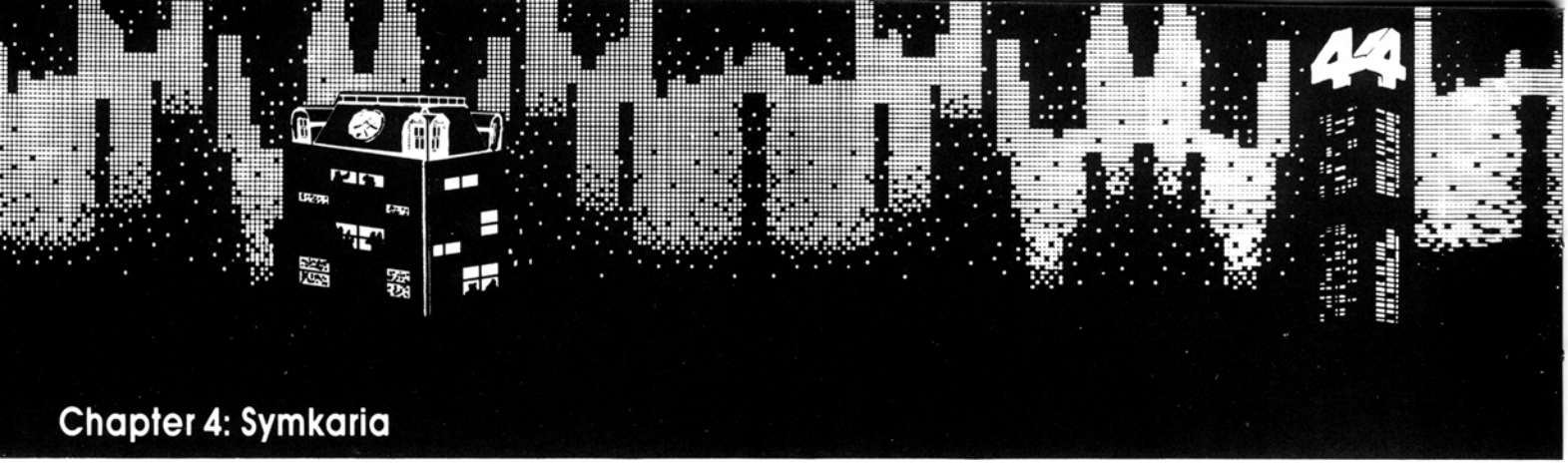
In the wake of the Nazi juggernaut and the rise of the Soviet powers in the 1950s, Symkaria's government became a parliament in the late 1950s with the royal family becoming governmental spokespersons with limited executive powers. The parliament eventually developed three strong political factions vying for domination of the government that still exist today.

With the advent of the new government, the Wild Pack was formed "by the mandate of the people who suffered at the hands of the Nazi menace," and Symkaria's harsh reprisals against Nazi war criminals rivalled and, in some ways, exceeded those of Israel. The actions of the Wild Pack led many to believe all Symkarians were radical activists for much of the early 1960s. Only with the changes in the Wild Pack and Symkaria's more liberal public policies did the world become more accepting of this little Balkan nation.

Most recently, the country and King Stefan have been in mourning for the king's fiancee, killed in an attempt on his life months ago by ULTIMATUM terrorists. At the time, the American CIA was implicated in related activities and the concurrent brutal slaying of Prime Minister Limkia, an allegation that nearly led to war. Though the involvement of the Nazi Red Skull vindicated the United States from accusations of involvement and restored U.S./Symkarian relations, there is an increased air of isolationism and anti-Americanism within the government. Only time will heal these wounds, but no one is guessing what state this little country will be in going into the next century.

Government

The government in Symkaria is parliamentary, with the royal family serving as official spokespersons for the nation and her people. The parliament is split up into three major political factions: the Free Democrats, whose popularity and representation in the parliament has plummetted due to former Prime Minister Limkia's connections with ULTIMATUM; the Brown Party, with its small blue collar and light industry backing of northern and western loggers; and the Loyalists, the controlling faction in parliament with its staunch backing of the tourism industry and the royal family. The parliament and country are led by Prime Minister Gallatik of the Loyalist party, and King Stefan is the official Head of State and Second Executive Minister (superceded only by the Prime Minister). Some of the other Ministries include the Ministries of Defense, Intelligence, Commerce and Finance, Industry, and Tourism. Elections are held every three years or as called by the Prime Minister. All posts save the P.M.'s and king's can only be held for a maximum of 12 years.



Much of the government's time is spent maintaining Symkaria as an independent nation, considering the size and position of the country. During and immediately after World War II, they had a strong alliance with the neighboring Latveria (with many alliances dependant on personal relations between King Phillip of Symkaria and the Haasen family of Latveria), to fend off the Nazis and resist annexation by the USSR. That relationship has been strained since Dr. Doom seized power in Latveria. Current Symkarian officials are loathe, however, to publicly anger Latveria in any way for fear of agressive retaliation. Agents in the Symkarian Intelligence have heard rumors and collected data that show the Latverian monarch has had friendly dealings with Nazis in the past. There are low level negotiations pending to expose this potentially explosive topic and follow through with Symkaria's agressive anti-Nazi policies against Doom.

The government is involved in many research facilities aimed towards developing a better form of national defense. One of their projects involved a Bio-nuclear Simulator, which, when used correctly, can perform highly effective chemo-therapy, but when used as a weapon, can emit deadly radiation in fantastic doses. As is usual in the world of politics, the people are told of its potential as a peaceful technology while others keeps their attentions focussed on its military uses. When a British scientist at the Darkmoor Research Center stole the device for his own experiments, the simulator's more sinister uses were exposed and it nearly was destroyed in a scuffle between Silver Sable's Outlaws and Excalibur (For more information, see EXCALIBUR #36).

The turmoil from what is now called the "Assassin Nation Plot" is finally drawing to a close, but political disarray still hampers effective governing of this nation. Prime Minister Gallatik was elected within five weeks of the assassination of former Prime Minister Limkia, whose alliance and true role in the "Assassin Nation Plot" was swiftly uncovered and disclosed by Captain America, Silver Sable, and Spider-Man. King Stefan has been in mourning since the death of his fiancee, and the smaller factions are scrambling to benefit from this situation. Without Stefan's strong voice and usually calm presence in the parliament, hotter heads are prevailing and policy is becoming increasingly more radical and isolationist.

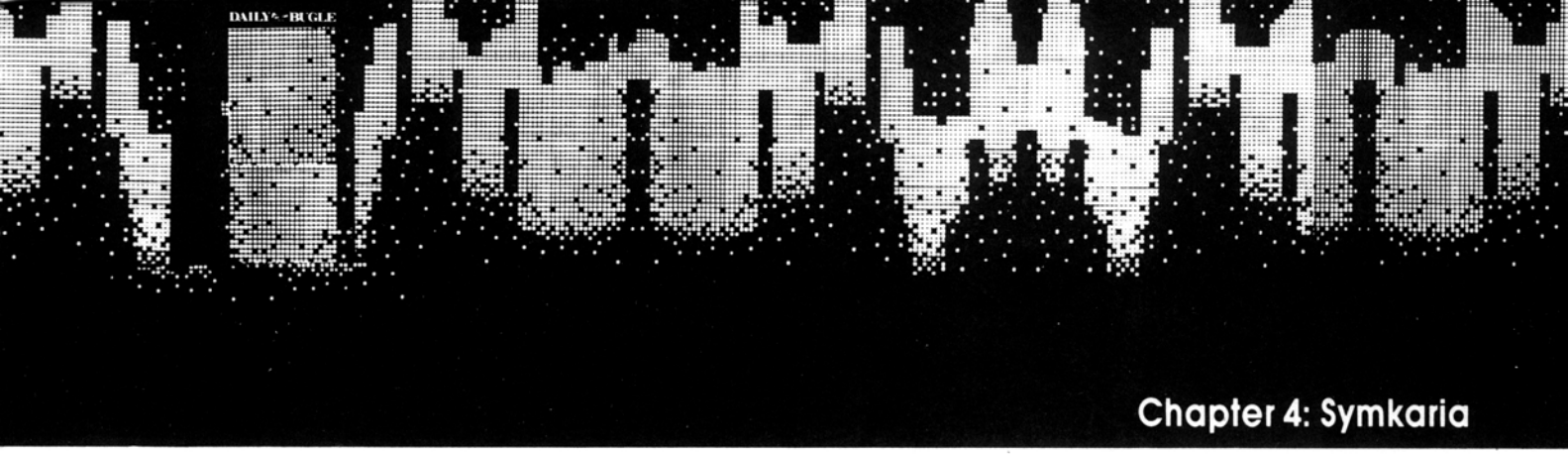
Silver Sable International

The predecessor of Silver Sable International and her mercenary cadre was the original Wild Pack, formed and headed by Intelligence Minister Sable. Forming the group and training them as one of the premier combat units in the world took him the better part of ten years, at the end of which his wife gave birth to their daughter. He led the Wild Pack on all of its missions, his time at home spent teaching his daughter Silver everything he knew of hand-to-hand combat, weaponry, and espionage.

The Wild Pack's successes in tracking down war criminals were perfect, but this didn't protect those closest to them. While a young Silver watched, her mother fell victim to a terrorist attack, and died in her daughter's arms. Following this incident, Silver became aloof and cold, sheltering her emotions behind an iron will. Her hair turned its present silver hue before her tenth birthday. After years of successful captures of former Nazis, Sable turned the Wild Pack over to the control of his daughter whom he had trained nearly all her life to fight alongside and lead.

Under her leadership, Silver Sable adapted the Wild Pack to the times. With fewer and fewer Nazis to be hunted, Silver turned the Pack's attentions to mercenary endeavors. Their training far better than any other mercenary forces, the Wild Pack soon came in high demand and was drawing in enormous amounts of income for the troubled economy of Symkaria. With the establishment of Silver Sable International, the Wild Pack became the core group of mercenaries in a world-wide organization that apprehends wanted criminals and recovers stolen properties for clients ranging from wealthy individuals to small nations.

Silver Sable has also established a loosely-based network of superhuman agents whom she pays on a work-for-hire basis. Her most frequent ally is Spider-Man; though they both disagree with the other's methods, Sable and Spider-Man work well together and have an unspoken respect for one another. Other superhumans Silver Sable has worked alongside (whether on her payroll or not) include Black Widow, Captain America, Hawkeye, Paladin, and the Peregrine.



Sable's most powerful weapon in her organization's arsenal is her personal superhuman strike force, known as the Outlaws. Despite the skills of her regular mercenaries, the Outlaws have skill and superhuman abilities that make them more effective against superhuman criminals and extremely dangerous situations. The Outlaws are comprised of Silver Sable as the leader, with the Sandman, the Prowler, the Rocket Racer, and Will o' the Wisp. (For individual entries on the heroes, consult the assorted *Gamer's Handbooks of the* MARVEL UNIVERSE™ for statistics and information.)

Silver Sable International and the Wild Pack are, and always have been, government sponsored. As agents of the Symkarian government, they receive diplomatic immunity in foreign countries. In return, all revenues beyond equipment upkeep and expenses (payroll, insurance benefits, etc.) are acceded to the Ministry of Finance and put toward the country's use. Silver Sable and her employees are answerable only to a select council of the Prime Minister, the king, and the Defense and Intelligence Ministers. They are required to make detailed reports of all activities to the Intelligence Minister and her staff, though Sable does keep a shielded computer database of information secret from all except her second-in-command, Uncle Morty.

Locations of Interest

Castle Sable

Silver Sable International's base of operations and ancestral home of the Sable family, Castle Sable was built in the early 18th century. Today, the castle is larger than the original, additional wings and towers having been added in the intervening centuries. One entire wing of the castle houses the majority of the Wild Pack while another separate wing is for the exclusive use of Silver Sable and any visiting family members.

Castle Sable is reinforced with state of the art alarms, monitors, and intruder deterrant systems as well as an advanced computer system and database which shares information with the Symkarian Intelligence Net and Interpol. These marvelous technologies are the work of Wakandan designers and are made available to Silver Sable through T'Challa, the Black Panther. She can occasionally acquire some advanced Wakandan weaponry for specific jobs, but this is strictly on a loan basis. She and T'Challa have known each other for years, but Silver gains these favors solely as repayment of a debt incurred years before by the African chieftain.

Mount Balba

Often sought out by the European jet-set, Mount Balba's year-round snow capped peak is one of Europe's finest ski resorts. There are any number of resorts throughout Symkaria's lofty mountain range, but magnificent Mount Balba, so named after the first king of the current royal dynasty, has four on its powdered slopes.

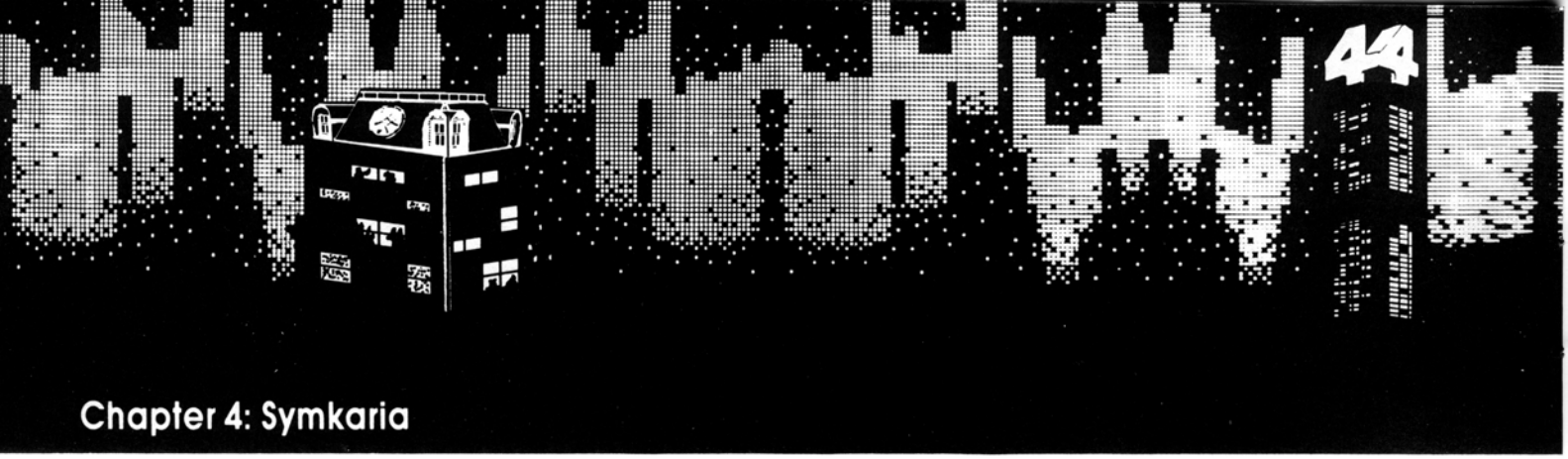
By far, the best skiing is to be found at the premier resort of the country, Balbic International Heights Ski Resort. More affordable than anything Switzerland has to offer, Balbic Heights offers world-class service and boarding in addition to some of the most exciting and beautiful ski slopes on Earth.

Ravens' Copse

This small, old baronial estate in southeastern Symkaria is dominated by a beautiful forest with an abandoned and decaying castle on a clear rise in its center. Despite the scene's beauty, few natives travel through these woods, though travellers and tourists are often found wandering in the woods and finding the wild rose bushes and briars within. For more information, see the "Legends and Folklore" on page 77.

Ruins of Castle Harghenoff

This once-majestic stone castle now lies a blackened ruin, its towers and roofs collapsed and decrepit. It was destroyed in early 1942 by an angry mob led by then-Intelligence Minister Sable when they put its Grand Hall to the torch, its magnificent tapestries spreading flames everywhere. Sable had discovered that the Baron Harghenoff and his family were Nazi sympathizers, aiding the Germans in infiltrating the country and hoping to take over the country after the German invasion. The castle burned to the empty shell it is today, and all its principal inhabitants died in the blaze. For more information, see the "Legends and Folklore" on page 77.



Sergeikan Caverns

These series of caverns are a tourist attraction for rappellers and cave enthusiasts, and daily tours through the upper caverns are easily affordable for all. Though not spectacular in any geologic sense, the Sergeikan caverns are archaeologically significant for their prehistoric cave paintings and some burial sites.

Citizens

The Symkarian people are all hard working individuals, generally friendly to strangers as tourism and manners dictate. There are distinct differences in this small country, however, between the northern and southern regions and their populations. Though all Symkarians are generally of the same background, the history and climes of where they live have effects on their viewpoints.

The citizens of northern Symkaria are the harder, more passionate people, living on the hills along the stretch of the northern mountains. Those around the Eptrios region endured a temporary occupation during World War II and many of the most fierce anti-Nazi speakers in the parliament come from this region. They believe in fighting to protect what is yours and standing up for what is right. Of course, what is seen as "right" is more conservative than opinions held outside the region.

The southern people, including the natives of Aniana, are a more relaxed group, having found an good, constant lifestyle in the southern flatlands and forests. They are content with the modern pleasures available to them in the larger cities, with luxuries and technologies scarce in the north. They are a hardworking people, but also are used to the conveniences to improve their quality of life.

Cities

Aniana

The largest city in Symkaria, Aniana is its capital. Major landmarks include the Royal Palace, which lies a mile to the west of the city, a modern university, an efficient free public transportation system, one of the oldest surviving libraries in this region of Europe, and a modern airport situated outside the city limits.

With a population of approximately 179,000 people, Aniana is still layed out according to the erratic street patterns established in the early 17th century. This city is filled with marvelous examples of old German-style architecture, the buildings all well preserved due to the care folk take in their homes and the lack of any strategic bombing here during World War II.

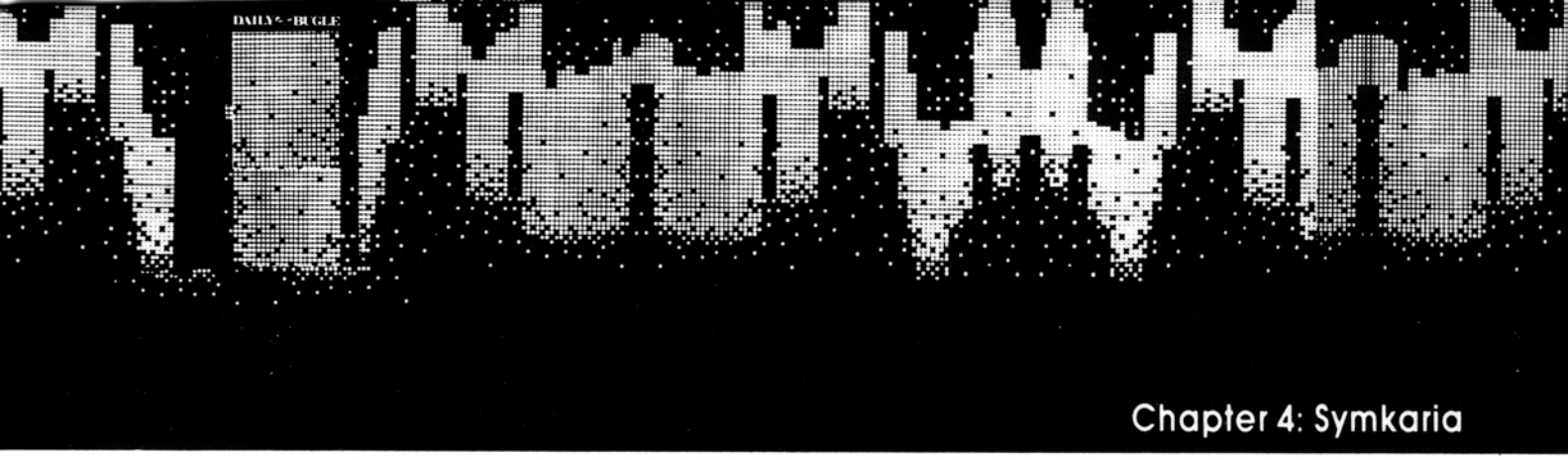
The University at Aniana has a student body of 2,000 students, the majority being exchange students from other European nations. Among its specialties, the university offers apprenticeships with many of Symkaria's famous clock and toy makers, and its specialized criminology and espionage/intelligence training school—with its courses taught by government agents and frequent lectures by Wild Pack members—is second to none in the world. The university library is the oldest standing structure in the country and is still in use; it was established and built by an obscure religious order in the 16th century and was maintained as a place of learning and haven for travellers over the years.

Much of the modern city has grown away from the former town center and stretched to the east and south. The newer sections of Aniana are noted by a more regulated grid-pattern for the streets and the newer buildings. Only in the eastern quarter of the city between the university and the airport will one find any buildings higher than four stories, and these are primarily apartment buildings to respond to the more recent demands for cheaper housing.

Kronlia

The second largest city in Symkaria, Kronlia has a population of 110,000 people in a picturesque city sprawled along both sides of the river's edge. The western bank holds much of the cities' shops and businesses, including many fine craftsmens' toy, clock, or pipe shops. On the peninsula where the river splits, a logging camp processes lumber and ships it further down the western leg to a paper mill three miles south.

This is the town most often sought by well-to-do tourists searching for a hand-made clock. The most famous and most successful of the clockmakers in Kronlia are the brothers Erganoff; known to few outside criminal circles, the Erganoff family is a Symkarian crime



family involved in a number of operations, their foremost being smuggling. Many "specially ordered" Erganoff clocks contain machinery that can be removed from the clock and assembled into a weapon after smuggling the clock through Customs.

There is also a local vineyard which produces a uniquely smooth white table wine. The wine is easily available here, and often found in Aniana's better restaurants. The vineyard attempted to export it years ago, but they found that it does not travel well, loses its sweet nutty aftertaste quickly, and the amounts needed to turn a profit in the export market were far beyond the Symkarians' ability to produce.

Legends and Folklore

As seems to be the norm in this region of the world, the people are inherently superstitious and filled with wonderfully frightening tales of werewolves, *nosferatu*, and the walking dead. Symkaria, unlike the other countries discussed within this product, does not officially take these legends and tales seriously, despite the fervent belief of many natives including some of those within the government. Below are some specific areas with histories of supposed supernatural activity.

Ravens' Copse

This small wood, with the castle at its center, marks the extent of old baronial lands which, for the most part, are left undisturbed by natives for fear of attacks. Even those who do not lay claim to such superstitions are not found at the wooded glen of Ravens' Copse under a full moon.

The story tells of the Ravensar, a family of great hunters and staunch supporters of the king from the start of the current dynasty through the late 1700s. The Baron, a widower yet young in life, had two twin sons who were both quite haughty and proud.

Late one night, the Baron's sons returned from a hunt, remarking about the "poor luck." The following night, the local gypsy sorcerer sought an audience with the Baron. The gypsy told of the Baron's sons accosting his daughter near the river. Her brother diverted the Baron's sons while she escaped. In anger, the Baron's sons savagely beat the boy to death and left his body in the river.

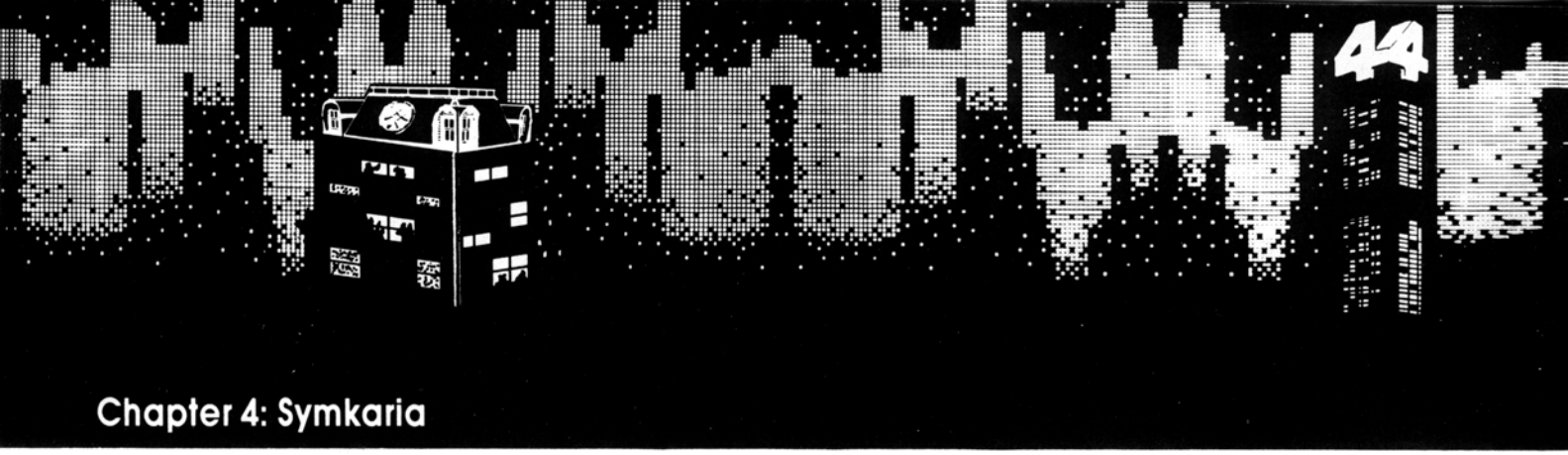
The sorcerer demanded satisfaction in blood for the dishonorable death of his son and the attack on his daughter. When the sons were confronted with these accusations, they denied every word. The gypsy brought forth a wooden fragment—the head of the Baron's favorite cane, carved in the likeness of a wolf's head. The evidence clinching their fate, the sons attacked the gypsy and threw him out of the castle. Casting a powerful curse on the castle and its owners, the gypsy willed that the family "be the beasts thou art in thy hearts," and henceforth, legends of werewolves have stalked every shadow that falls on Ravens' Copse.

Ruins of Castle Harghenoff

This infamous castle and its inhabitants met their mutual demises at the hands of the Sable family (see "Areas of Interest" above). Rumors still abound, though they are taken more as jokes than true legends, of a ghostly goose-stepping Baron keeping away all from an alleged treasure of Nazi gold hidden in the ruins.

However, legends surrounding its battlements predate the horrors of World War II. These legends tell of a haunting figure of an old midwife who lived in these parts, alone and away from the nearby settlements. The local baron, who lived in a great manse in the nearest town, promised that no one would ever disturb her, her house, or the land it rested upon, as her skills saved the life of his wife and newborn son.

Years later, that son became the Baron and desired to build a castle. He took a fancy to the land around the midwife's shack, and offered her a princely sum for it which she refused. Not to be thwarted by the old crone, he built her a new home closer to the town and away from his planned castle. Again, she refused. The prince persisted until one day, he found the crone had gone away, leaving no message as to her whereabouts. Upon her return, she found her home was now underneath the stones of a rising castle. She cursed the family and the house as traitors and oath breakers forevermore—and that curse seems to have run true up to the 1940s . . .



NPCs of Symkaria

Silver Sable

Silver Sable, leader of the Outlaws, the Wild Pack, and Silver Sable International, mercenary

F	A	S	E	R	I	P
RM	EX	GD	EX	EX	EX	GD
30	20	10	20	20	20	10

Health: 80 **Karma:** 50
Resources: IN **Popularity:** 20

Role-Playing Notes
Silver Sable is the consummate workaholic. She tends to focus obsessively on whatever current goal she sets herself and expects no less than 100% from herself and those around her. She is cold, calculating, and ruthless when pursuing her prey, be it a man or just information, and her self-confidence borders on arrogance. She does have a strong sense of justice, and though she and her staff are mercenaries, they are mercenaries with consciences and morals.

Known Powers
None known.

Equipment
Body Armor: Silver Sable has a suit of Kevlar and Beta cloth reinforced combat armor that provides Good protection against physical and fire attacks.
Weaponry: Sable wields a variety of personal weapons such as:

- *Blaster pistol:* Excellent force damage, 5 area range
- *Chai:* 15 points Edged damage, Thrown projectile
- *Katana:* 15 points Edged damage
- *Pistol:* Excellent Shooting damage and range

Talents
Silver Sable has Acrobatics, Business/Finance, Leadership, Martial Arts A, C, and E, and has a +1CS when using any modern weapons. Sable is also Multi-lingual, and is fluent in Symkarian, Hungarian, Latverian, French, and English.

Contacts
Silver Sable's chief contacts are with the Symkarian government; through them, she has contacts with a number of other world governments. Sable can count on Paladin, Peregrine, the Prowler, the Rocket Racer, Sandman, Spider-Man, and Will-O'-the-Wisp as allies or employees.

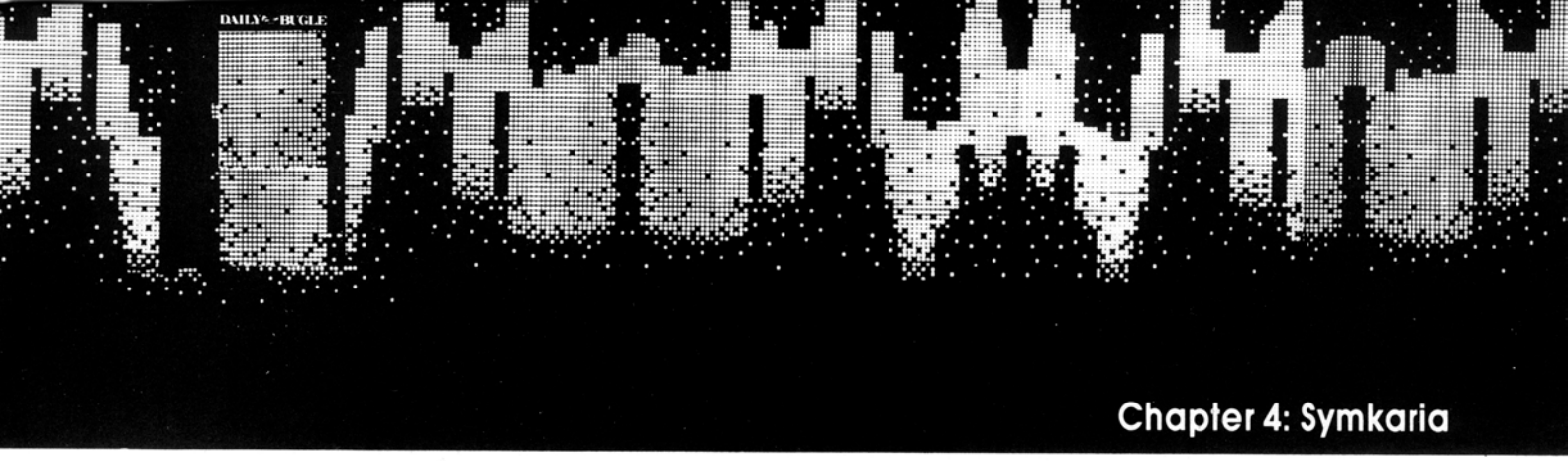
History
At about the time Silver Sable was born, her father, working in conjunction with the government of Symkaria, created the Wild Pack, a group of professional soldiers whose job it was to hunt down Nazi war criminals. Years later, after watching her mother die as the victim of a terrorist attack, Sable began to train in weaponry and hand-to-hand combat in preparation for the day she would inherit leadership of the Wild Pack. Her hair rapidly turned white after the death of her mother. Sable believes this occurred because of all the anger she had repressed inside concerning her mother's death.

She took the name Silver Sable after all of her training had been finished to reflect what she thought of herself, "silver in spirit and sable in form," a creature molded by her father, without much emotion.

Over the years, as the number of former Nazis dwindled, Sable turned the focus of the Wild Pack more and more toward mercenary endeavors, until the group became the major source of outside income for Symkaria. Under the auspices of Silver Sable International, the organization apprehends wanted criminals and recovers stolen property for many clients, from major insurance companies to small nations.

Sable's Uncle Morty advices her on business decisions and is one of her only critics when it comes to using the Wild Pack as hired mercenaries. Silver Sable usually is able to mollify her worrisome uncle on most occasions.

One such contract was the apprehension of the international jewel thief the Black Fox and the return of valuable gems in his possession. Working with the New York City police, the Wild Pack nearly apprehended him, only to be thwarted by the inadvertent actions of Spider-Man. Eventually, Spider-Man recovered the jewels, but allowed the thief to escape. This was the first time Silver Sable met Spider-Man face-to-face.



Silver Sable International was later hired to neutralize the international terrorist Jason Macendale, known at that time as Jack O'Lantern. He was suspected of training rebel forces within the client's borders. Initial Wild Pack members were ambushed by Macendale's men and nearly killed, leading Silver Sable to enlist the aid of Spider-Man.

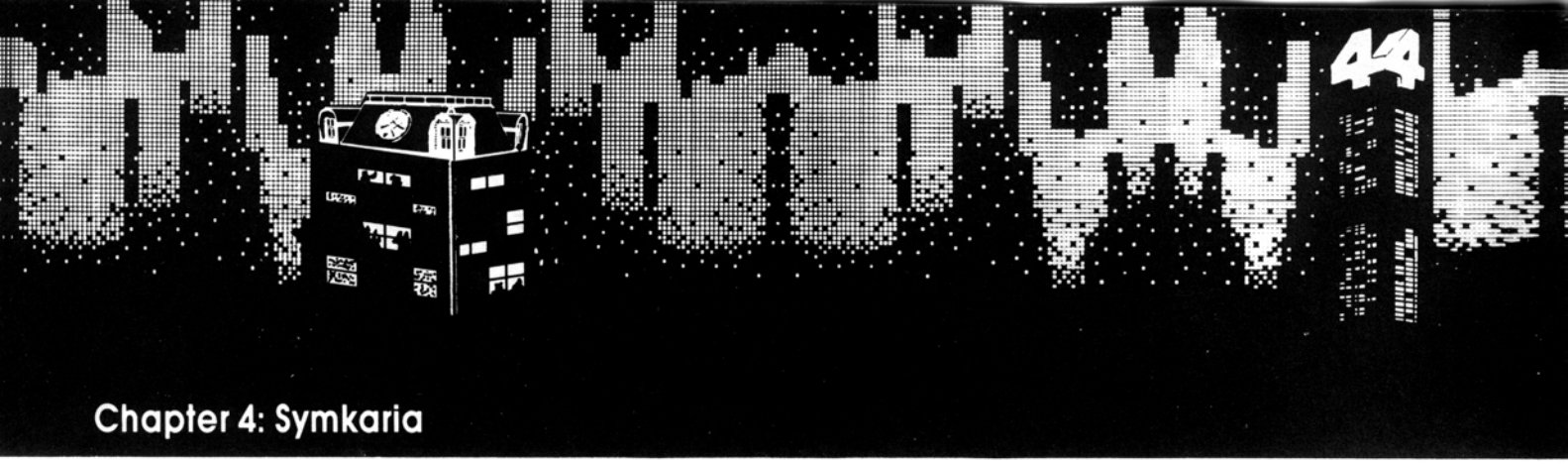
During the course of these events, Sable became involved in a daylight robbery that resulted in the death of a young woman, an innocent bystander accompanied by her young son. As the child held his dying parent, this triggered the memory of cradling her own dying mother in her arms. Sable dropped her other activities at the time to hunt down the killer. His trail led to an abandoned building, where Jack O'Lantern chose to attack Silver and her men. During the final confrontation, she chose to concentrate on catching the killer, enabling Jack O'Lantern to escape.

Spider-Man then agreed to help Silver capture Jack O'Lantern. They tracked him to Coney Island, only to be ambushed by the group of costumed criminals called the Sinister Syndicate, who were hired to kill Macendale's pursuers. They nearly succeeded but were stopped at the last minute by the Sandman, who allowed Sable and Spider-Man to escape. After a long battle, the three managed to defeat the criminals, but nothing was found to help them locate Jack O'Lantern.

Sable captured Hawkeye when the archer was in France looking for his old mentor, Trick Shot. She allowed him to escape so he would lead her to Trick Shot, who was wanted by the authorities and had a sizable bounty for his capture. Unfortunately for Sable, Hawkeye got too far away and Trick Shot captured him. Hawkeye eventually turned his old mentor in himself.

Then, Sable persuaded Hawkeye to help her people capture the second Red Skull. Hawkeye, working with the Sandman and Le Peregrine, captured the fake Skull quite easily. When Hawkeye was leaving the country, terrorists took over the airport. Sable and the Sandman held back, since "they were mercenaries and only worked for money." Hawkeye jokingly said that he kept a spare dollar for emergencies. The three heroes joined the fray, and soon stopped the terrorists. On the plane, Hawkeye found a bill of $1 owed to Silver Sable.





Chapter 4: Symkaria

Sable was once contracted by J. Jonah Jameson to capture Spider-Man. She sent her agents after him, and they failed to catch him. She later resigned the commission, saying that JJJ wasn't worthy of bringing about Spider-Man's downfall.

Sable began numerous collaborations with Spider-Man as an ally. He, along with Sandman, helped her track and capture neo-Nazi leader Franz Kraus, the son of a Nazi war criminal the Wild Pack arrested years before. Silver Sable and Spider-Man next collaborated on a sting operation, which hinged on the fact that everyone thought Spider-Man was a thief. This brought the Puma, Prowler, and Will o' Wisp together to search for him and bring him to justice. Spider-Man, Silver Sable, and the Sandman managed to hold them off the group long enough to explain that they needed to portray Spider-Man as a thief to force the real thief into the open, which this did. They parted as friends and Sable gave the assembled heroes her cards, saying that if they ever wanted to work on a freelance basis to call her.

On the occasion of an employee's death, Silver Sable reminisced about her past with the Wild Pack and with her father and mother. She denied benefits to the widow of her dead employee because of the gross negligence of the deceased, ignoring of the widow's pleads about how she wouldn't be able to feed her children. Sable, like her father, had a lot of passion, but it was too tightly focused on vengeance and anger, not compassion.

Spider-Man accidentally got involved with Sable on some adventures that led them back to Symkaria. The Red Skull sent Sabertooth to Symkaria to assassinate their Prime Minister while ULTIMATUM commandos tried to kill the King and his bride-to-be. Sable and Spider-Man saved King Stefan from injury, but Vivian, the king's fiance, was killed. During the diversion, Sabertooth succeeded in his mission and left behind a panadoxin capsule, a poison pill only issued to agents of the American CIA. This escalated tensions between the United States and Symkaria, as the Red Skull planned. He also attempted to destroy many of the U.S.'s treasured documents such as the Declaration of Independence and blame it on Symkaria. Spider-Man stopped him and prevented a war between Symkaria and the United States.

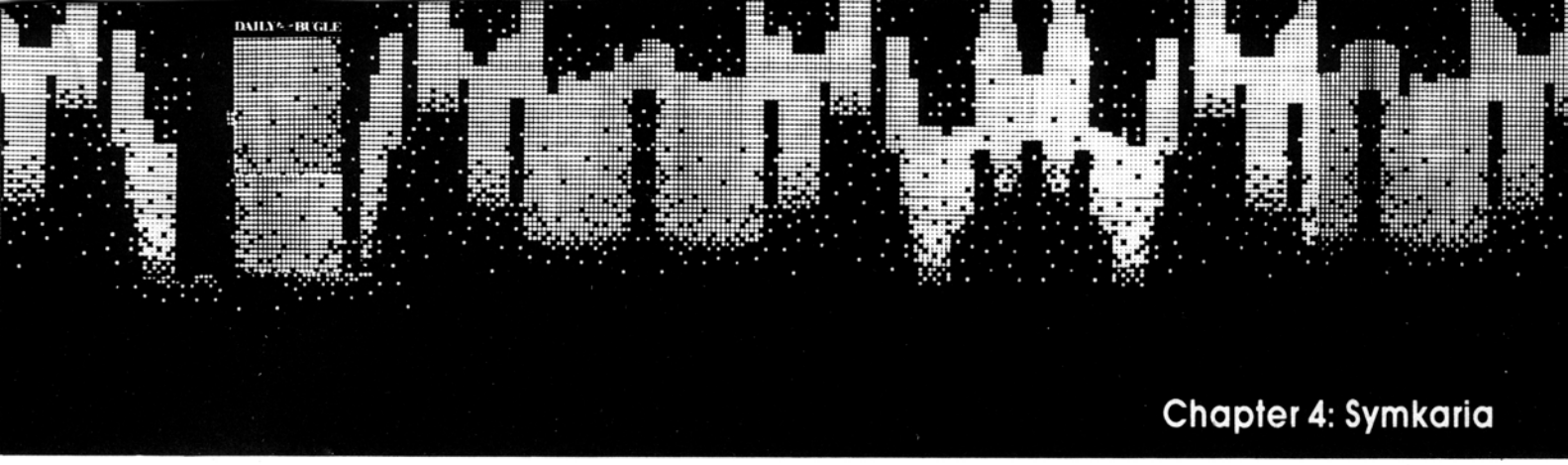
The mercenary business always keeping her busy, Silver Sable encountered the Black Widow in Paris when she and the Widow were after the same man. While the two of them were discussing what to do with him, he fell off the Eiffel Tower.

Later, Silver Sable accepted a commission by the Bosqueverde government to capture Marc Spector and deliver him to them. The current government wanted the former mercenary to stand trial for past crimes. Even against the Sandman, Paladin, her Wild Pack, and Sable herself, Spector managed to elude them all. He gave up in the end, wanting to face his past guilt once and for all, so Silver Sable International received their payment.

Silver Sable International had another case that required superpowered operatives, so Sable rounded up the Prowler, Rocket Racer, and Will-O-The-Wisp and codenamed the group the Outlaws, because of their checkered past with the law. This team is of a semi-permanent nature and has often been called into situations beyond the capabilities of the Wild Pack.

Silver Sable called together the Outlaws to recover a scientific invention that had been stolen from the Symkarian government. They tracked the thief to Britain and encountered the British super-team Excalibur. After initially clashing with them, the two teams worked together to solve the theft. In the end, they saw eye-to-eye and were allowed to recover the dangerous invention.

The Outlaws were again called in to rescue the daughter of a high ranking official in Montreal, M. Edward Lebon; the girl had been kidnapped by a radical splinter group of the opposing party. Their problem was to get through that group's protector—the Sandman—and rescue the young victim. They managed to penetrate the defenses, but the Sandman kept them at bay while the head criminal tried to escape. To secure his get-away, the criminal threatened the life of the kidnapped child which forced the Sandman to make a decision, since he went into this with the promise that no harm would come to the girl. He turned on his employer and helped the Outlaws capture the rest of the group. Joined now by the Sandman, the heroes officially became the group known as the Outlaws.



The Wild Pack

The Wild Pack was formed by Silver Sable's father to hunt down and bring Nazi war criminals to justice. They have adapted to the time, and have become more of a mercenary group under the leadership of Silver Sable.

The Wild Pack consists of some of the world's best professional soldiers and mercenaries outside of SHIELD. They regularly use high tech weapons and are always well-briefed before entering into any possible combat. About 40% of the Wild Pack members are native Symkarians, the remainder of a variety of origins. Standard equipment and statistics for any average Wild Pack member follows:

Average Wild Pack Member

F	A	S	E	R	I	P
EX	TY	GD	GD	TY	TY	TY
20	6	10	10	6	6	6

Health: 46 **Karma:** 18
Resources: GD **Popularity:** 5

Known Powers
None known.

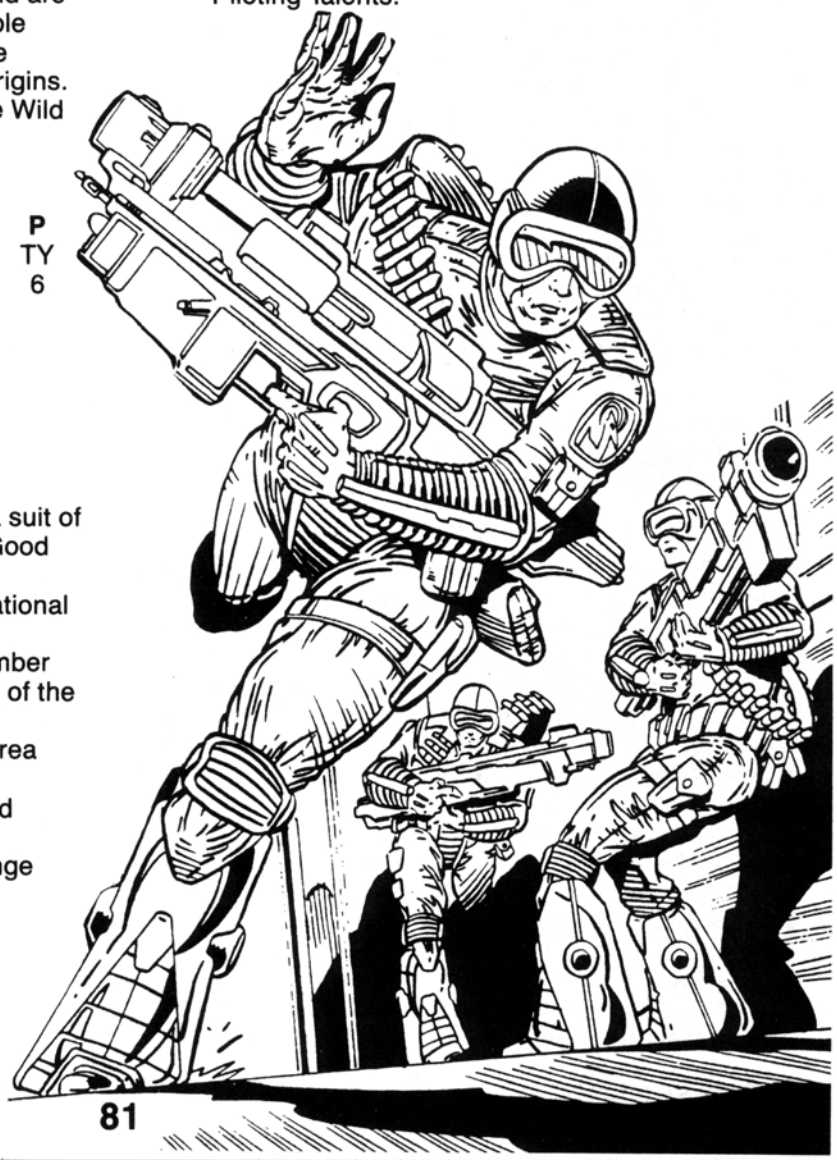
Equipment
Body Armor: Each member of the Wild Pack has a suit of Kevlar reinforced body armor that provides Good protection against physical attacks.
Weaponry: The Wild Pack and Silver Sable International has access to all military and conventional weaponry currently on the market. Each member can usually be found armed with at least one of the following:

- *Blaster pistol:* Excellent force damage, 5 area range
- *Blaster rifle:* Remarkable force damage and range
- *Pistol:* Excellent Shooting damage and range

Power Sleds: These flying platforms are used for quick drop-in attacks and reconnaissance. Their stats are:

Control	Speed	Body	Protection
EX(20)	RM(30)	GD(10)	GD(10)

Talents
All agents have Military and First Aid talents. Some have Martial Arts, Wrestling, Marksman, and Piloting Talents.





Chapter 5: Transia

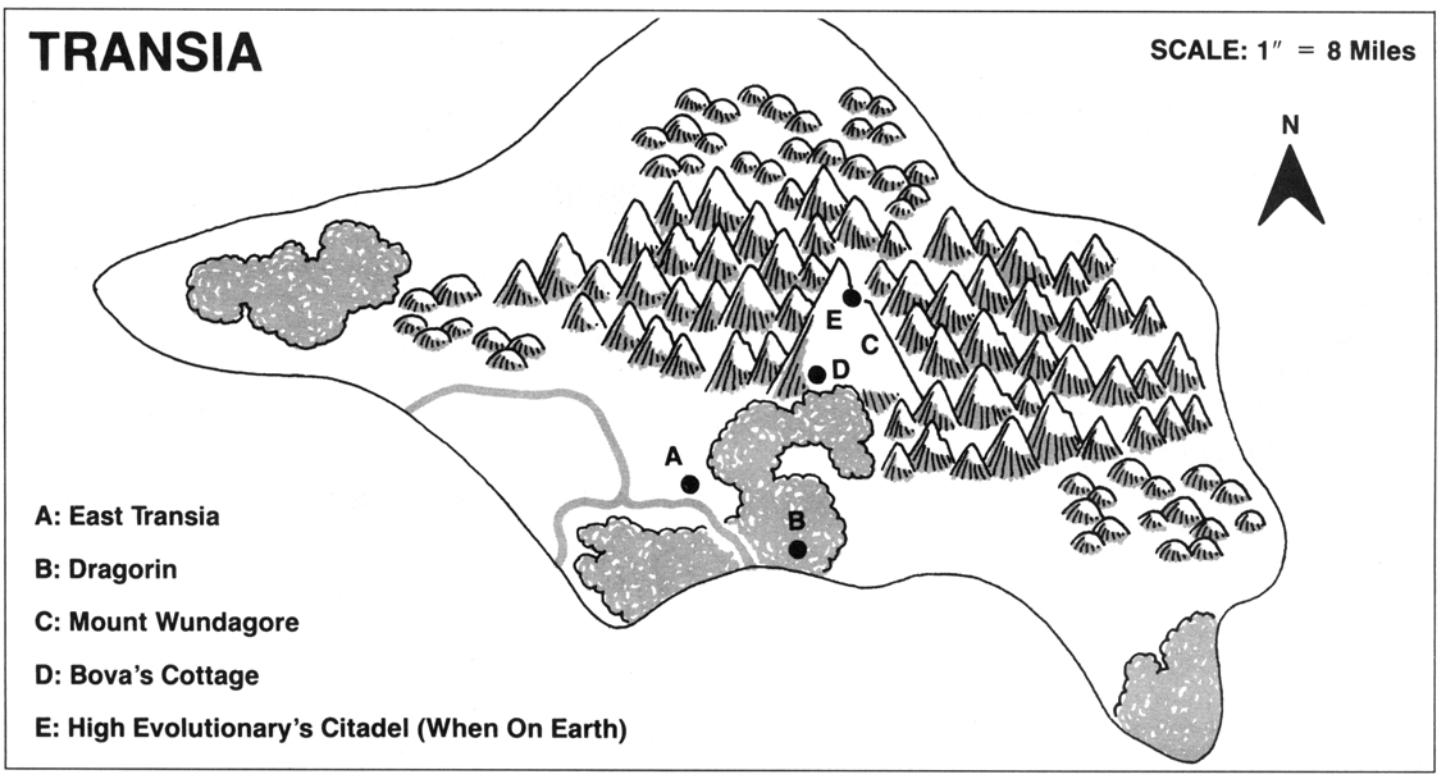
At first glance, Transia seems a peaceful little country firmly rooted in the past. Bordered by Transylvania, Romania, and Yugoslavia, the tiny Balkan state amounts to little more than its capital city and the surrounding lands, and has not advanced the style of architecture for centuries, though its level of technology has slowly progressed. The people are quiet and a bit withdrawn, making them seem sullen and unfriendly. This is far from the truth, as the Transians are among the most affable hosts in the world—they are simply highly superstitious and very wary of unknown people.

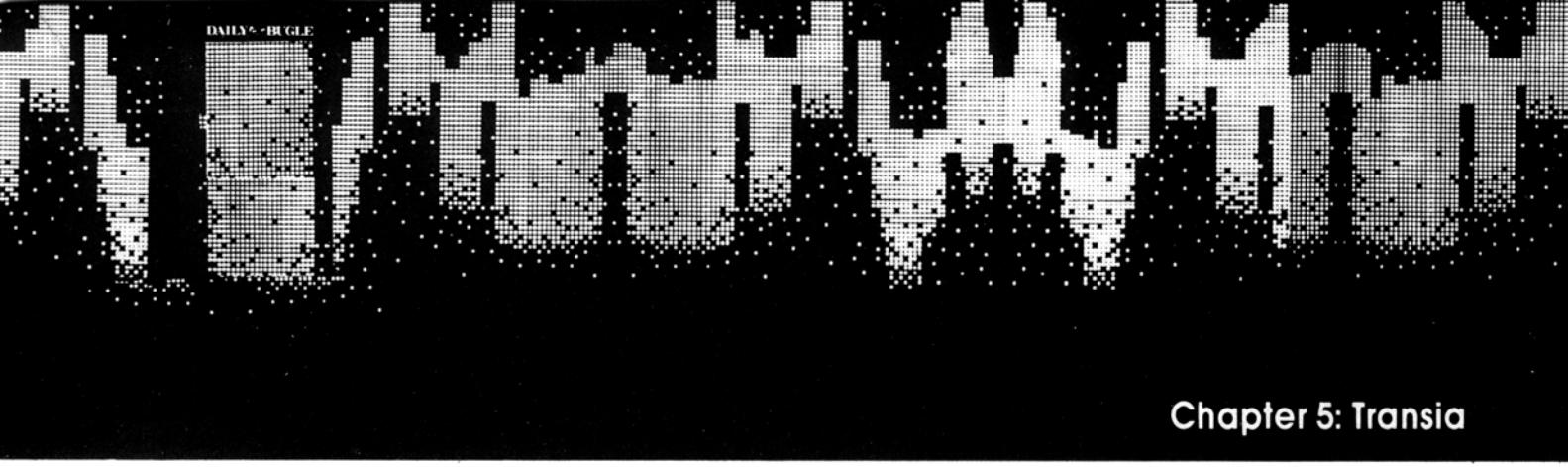
The geography of Transia offers little variety from its dense forests and mountains, and the land's most prominent geographical feature is Mount Wundagore, a place many fear. Other than a few large farms, the land is dominated by the expansive woodlands and the mountain range. The diversity of animal species within Transia is wide, allowing for herds of goats in the mountains as well as bears and wolverines in the hills and forests to the south. Despite its size and its dangers, Transia is one of Europe's most picturesque nations.

Transia is essentially a nation of peasants, with more than 90% of its people living in one larger town and a number of small villages around the base of Mount Wundagore. Local history is tightly interwoven with that of Mount Wundagore, since the only large town in the country, named East Transia, is at the base of the mountain. Anything that occurs on the mountain directly affects the people of East Transia, and therefore most of the population of Transia. The legends and stories of the Transian peasants have many thinking Mount Wundagore mountain is haunted, and the legends are well-deserved, considering the mountain's tenants varied from an Elder God to an elderly cow-woman. However, the natives barely suspect the truth of the great evil that exists within sight of their tiny villages.

History

Transia traces its history back with that of Rumania's, the land actually a former section of Wallachia before that country integrated with Moldavia in 1857 to form the





country of Rumania. At that time, Transia broke with the two larger countries and established its status as an independent state under the Treaty of Transia. The country was finally recognized 20 years later, as stated in the Treaty of Berlin, as an autonomous, neutral nation.

Transia has maintained its neutrality through the years, surviving both the Balkan Wars in the early years of the twentieth century as well as both World Wars. Their isolated position and miniscule population helped protect them from many of the troubles of World War II, as well as one other inexplicable factor. Despite the Nazi blitzkrieg throughout the rest of Europe, Transia stayed undisturbed; in fact, no hostile armies ever crossed the country's borders throughout the entire war in Europe. The natives can offer no explanation for this occurence, and any theories on the matter tie into the excessive mystical energies that can be detected throughout Transia. No one has ever had the inclination to further study the energy save the Avengers, and their conclusions are classified (See AVENGERS #185-187 and the entry on Chthon below for the full story.). Regardless of its mystery, this hidden defense may be what has truly allowed Transia to survive as an independent land among larger, more populous nations. Also, for most of its history, no one has shown any interest in conquering a nation whose only source of fame and importance was a haunted mountain anyway.

Government

Transia is currently governed by the elected official in the town of East Transia. This official, the burgomeister, is bound by law to follow the country's constitution to the letter. Most of the citizens in Transia are content with the rural way of life and continue to elect conservative, old-fashioned, and isolationist leaders.

Transia's main source of income comes from the uranium found in and around Mount Wundagore. Herbert Wyndham, the discoverer, was exceedingly jealous of his privacy to pursue his genetic experiments, and recognized the insular nature of the Transian people. With the money garnered by his uranium mine, he founded a national non-profit trust that still provides money for Transia to operate its government programs. Transia now has no need of outside investors or any other money-making businesses, such as a tourist market, that would probably been necessary to keep the government running. This, along with a negative international image (intentionally fostered) and the lack of any easy access by modern transportation (air or land), helps keep many foreigners out of Transia. They do not close their borders to tourists or others, but they do not actively seek to expand the minimal amount of travellers seen each year.

Transia has a small force of sheriffs, and every male citizen of the country serves as a deputy for at least two years. After the mandatory time is fulfilled, the option of staying on or returning to civilian life is given to each one. There is no military organization, nor has there ever really been a need for an army (see "History").

Locations of Interest

Mount Wundagore

Mount Wundagore dominates the Transian geography and mentality. A large mountain located in the center of the country, its legends and stories are entrenched in young Transians' minds from tales told by parents before putting their children to bed. Here is the true tale of Wundagore and the base for all its mystery.

In the sixth century, the Cult of the Darkholders rose in strength and numbers, these reactions due both to the hopelessness of the Dark Ages and the leadership of the beautiful and powerful British sorceress Morgan Le Fay. Using the Darkhold, Morgan and the Cult summoned the Elder God Chthon to do their evil bidding but succeeded only in freeing him upon the mortal plane. Realizing they could not control what they had unleashed, they managed to mystically bind Chthon to the Earth, imprisoning him inside the arcanely charged Mount Wundagore. It was soon after this that a traitor to the Darkholders, one student of Morgan's called Magnus, stole the Darkhold and secreted it away in an enchanted tower on the Isle of Wight.

Later in the sixth century, a promising young sorcerer entered the Tower of the Darkhold, intending to use what was now called the "Book of Sins." He easily bypassed Magnus' mystic protections, which deterred all people of



evil intent from entering the tower. Modred, though he sought to use the corrupt book for good, fell to its power and slept for 14 centuries, returning to the world primarily as a puppet of Chthon and the Darkhold.

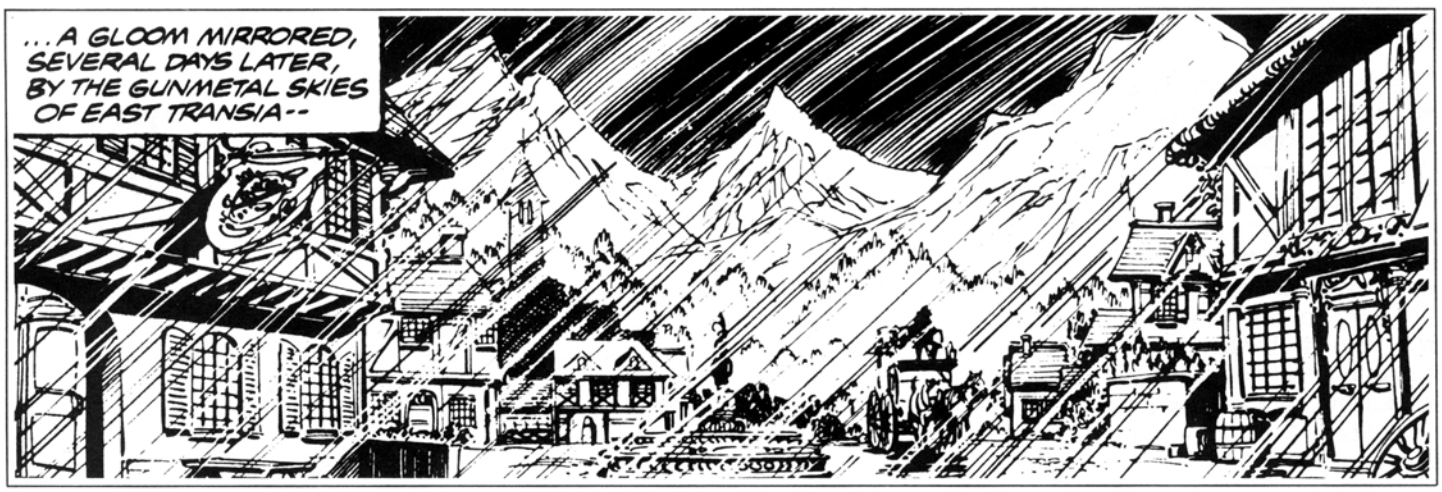
The Darkhold later fell into the hands of Baron Gregor Russoff, a Transylvanian noble who dabbled in the occult. To finance his studies of the dark mysteries, Russoff sold some old land holdings of his family, one of them being the tract of land that contained Wundagore. Russoff unwittingly cursed his family soon after by his use of the Book of Sins, and he and his sons were forever afflicted with the curse of lycanthropy—the Russoff men became werewolves under the full moon! (See the "Werewolf" entry on Jack (Russoff) Russell in MU4/*Gamer's Handbook of the* MARVEL UNIVERSE™.)

The people who purchased the mountain were little interested in elder gods, magic, and curses—they were scientists with their eyes on shaping the world. They never noticed the arcane energies that permeated the ground upon which they worked; the uranium deposits they found were more potent in their eyes. With their urnaium mine, Herbert Edgar Wyndham and Jonathan Drew amassed a fortune and used it to build the scientific citadel known as Wundagore. In the years that followed, all those involved with the mountain would drastically change. Jonathan's daughter Jessica would succumb to radiation poisoning, and her impromptu treatments by Wyndham and Drew would set the stage for her to become the original Spider-Woman years later. Her young playmate, a Transian child named Phillip Masters, later found a use for the "radioactive clay" found on the mountain; Phillip used it to become a foe of the Fantastic Four called the Puppet Master. In truth, his clay contained more magic than any normal radiation.

The greatest change of all, Herbert Wyndham became the master of genetics, the Lord High Evolutionary, With the science at his fingertips, the High Evolutionary created his New Men, animals genetically accelerated to become human-like beings who gained human level intelligence and posture. Jonathan Drew came under the control of the sixth century sorcerer Magnus, and returned to Wundagore to warn Wyndham about Chthon. The High Evolutionary decided that the New Men should be equipped to fight Chthon, so he constructed high tech weapons, armor, and nuclear powered flying machines, known as Atomic Steeds for them. They also were trained, at the suggestion of Magnus, along the lines of King Arthur's knights and became known as the Knights of Wundagore. Magnus personally supervised their training and instilled in them the chivalric code.

Chthon finally tried to escape through his host, a cloud-like being known as the Other, but was defeated through the combination of Wyndham's advanced technology, Magnus' magic and the Knight's battle prowess. On the same night as the battle, the cow-woman, Bova, was midwife to the birth of mutant twins at the foot of the mountain, infants named Wanda





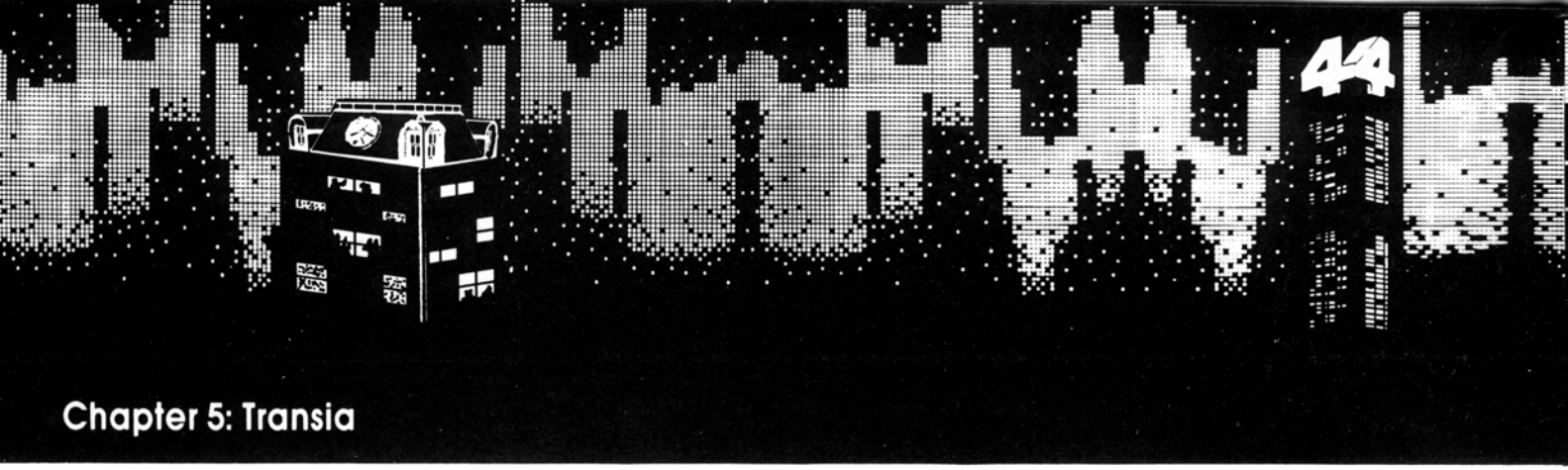
and Pietro. Upon the birth of the female child, the mountain glowed with Chthon's might, a glow mirrored by the baby girl. Chthon knew his loss was at hand, and he established in her latent mystic potentials for him to exploit later. The twins born that night became Quicksilver and the Scarlet Witch of the Avengers. Chthon caused their powers to wane a number of times in their youth after they left Transia; these power changes brought them back to Transia, Chthon hoping Wanda would turn to magic to aid her (and him).

The High Evolutionary eventually created an evil and dangerous New Man called the Man Beast. After defeating the creature with the help of Thor, Wyndham decided that Earth was too confining for his creations. He then converted his citadel into a spaceship and took his New Men to look for a new home among the stars. The only New Men that stayed behind were Bova and Tabur, a cat-man who later regressed to a normal cat.

Chthon attempted to gain his freedom again later in the 20th century, this time by possessing the sorcerer Mordred and the mutant Scarlet Witch. He had waited years for the Witch's magical power to manifest itself, so he could use her as the vessel for his deliverance. With the help of the Darkhold, Chthon almost escaped, but the Avengers managed to stop the creature and once again imprisoned it in Mount Wundagore.

After years journeying through space, the High Evolutionary and his New Men returned to Earth with a mission. The High Evolutionary sought to accelerate the evolution of the entire human race on Earth. During this time, with a number of bases established throughout the world, the New Men constructed a new Citadel on the site of the old at Wundagore, complete with its complement of Knights. After the High Evolutionary's plans went awry due to the intervention of the Avengers, he disappeared. Without his strong influence, the control of Wundagore Citadel fell from Count Tagar, the oldest and most trustworthy of the New Men, to Mongoose.

Count Tagar and the loyal New Men used the advanced technology of the Citadel to search for their master, while Mongoose used it to attack the Norse Thunder God, Thor. After kidnapping Eric Masterson, Mongoose lured Thor to Wundagore under the pretense of obtaining Asgardian tissue samples from which to create a new race of gods. After some confusion, Thor and the Knights of Wundagore travelled to the Black Galaxy, rescued Hercules and the High Evolutionary, and returned to Earth. The Evolutionary and the New Men soon left Earth once again, and the Citadel of Wundagore now exists as a city-sized spacecraft in deep space.



Citizens

The people of Transia are very insular and don't like strangers, either visiting or moving to their country. Gypsies are tolerated, but they've also been part of the daily life for generations. The Transians have enough money in the country's treasury to exist independently without any outside help for years to come, and the general population likes this policy. "Leave us alone and we'll leave you alone" seems to be the national motto.

If they are threatened by outside aggression and their stated neutrality doesn't appear to be taken into consideration, the most recent government has established contingency plans to hire a mercenary army, specifically from their neighbor to the north, Symkaria, to come to the aid of Transia.

Legends and Folklore

Transians share the grand folklore of the region, including many of the treasured fairy tales of the Brothers Grimm. Local tales abound with fantastic tales of animals walking on two legs, and shining knights and demi-gods living in the mountains. People even tell wild stories about warring faeries causing the glowing lights and thunder about the peak of Mount Wundagore. Most often, these tales are told to scare children, though the truth would terrify many of these people even more.

The most consistent tales are the rumors about the Old Woman of the Mountain. Many people who travel the high foothils of Wundagore have seen a lone cottage high up the slopes of the mountain, with a single woman wrapped in a heavy shawl. She has, at various times, been proclaimed a kind woman who takes in children from storms, or a calm guide for those looking for their lost loved ones; harsher tales paint her as a wicked hag who summons boggles and sprites to harass honest folk, and she has even been touted as a sorceress. In all the stories, she has a different face or head, though no one has ever honestly seen her face. In truth, she is called Bova, and she was born as a cow; she was changed by the High Evolutionary into her present form years ago. She has stayed on Earth and is nothing more than a kind old woman (albeit with horn and vestigial hooves) who loves children and the quiet peace of the mountains.

NPCs of Transia

Chthon

F	A	S	E	R	I	P
ShX	AM	ShX	CL	ShX	ShX	ShZ
150	50	150	1000	150	150	500

Health: 1350 **Karma:** 800
Resources: ShX(150) **Popularity:** −1000

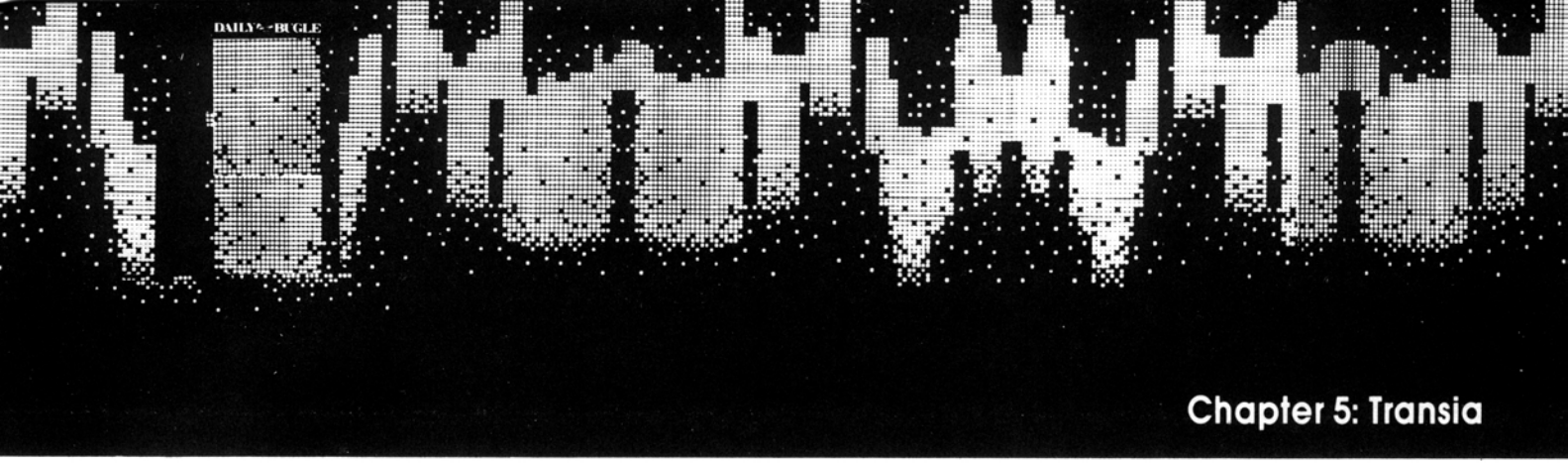
Role Playing Notes
Since Chthon is trapped within the confines of Wundagore (as well as the supplemental boundaries of the wooden puppet that holds his consciousness), he can only be a strategist working through surrogates. He acknowledges only Gaea, his sister, and other remaining Elder Gods as his equals, but he does converse with other powerful beings who are able to resist him. Of course, Chthon wants to be free to return to power on Earth, and will seek revenge against those who have thwarted his plans, such as the Avengers. Chthon is only capable of limited emotions, such as hate and vengeance, and is in no way capable of such human frailties as compassion, mercy, or kindness.

Known Powers
Note: In his own dimension, Chthon possesses all powers and magical spells at CL1000 rank. However, he is trapped there and can only use the following powers in the Earth dimension.
Domination: Unearthly rank
Mind Control: Unearthly rank

If he gains Domination or Control of a person, that body gains an unspecified set of powers. Those exhibited by previous hosts include:

- *Levitation:* Unearthly rank and range.
- *Mind Blast:* Unearthly rank and range.
- *Plasma Generation:* Unearthly rank and range.
- *Telekinesis:* Unearthly rank and range.
- *Teleportation:* Unearthly rank and range.

Equipment
The Darkhold: See notes below.
Cult of the Darkholders: See notes below.



Talents
Chthon is one of the primary progenitors of all evil Occult Lore, thus knowing all talents relating to magic beyond the simple knowledge of its lore.

History
Chthon is one of the major Elder Gods who first emerged on Earth preceding the first appearance of sentient humankind on Earth. He and his sister Gaea were among those who occupied the land as opposed to the sea or skies. When Gaea gave birth to newer gods, Chthon perceived that his sister's offspring would replace the Elder Gods. To insure his survival, Chthon penned a series of parchments with all the mystical knowledge of the world he had collected. He intended this parchment, later called the Darkhold, to be his anchor with Earth's dimension. Later in their lifespans, the Elder Gods became corrupt and evil, their powerful forms becoming as diabolical as their actions.

Gaea's son Atum was a god-slayer in his altered form as Demogorge, and sought to eliminate the evil the Elder Gods had wrought, but Chthon escaped to a nether dimension before being slain. With the Darkhold guaranteed to pass into the possession of intelligent beings at some later date, Chthon had an indestructible instrument to dominate Earthly puppets as well as an artifact that could one day stage his return to Earth.

In the 6th century A.D., the parchments found their way to Britain where the sorceress Morgan Le Fey had them bound into book form for the first time. Morgan used the book to summon Chthon to Earth for the first time in millennia, but discovered Chthon was far beyond her control. It took the combined arcane power of Morgan and her group of Darkholders to bind Chthon into a prison, as they lacked the power to repel him from the mortal plane. Before Chthon fully emerged onto the mortal plane, his summoners imprisoned him within the powerful magics and energies of Mount Wundagore.

Chthon failed in his attempts to return to Earth, but an apprentice sorcerer named Modred stumbled into the influence of the Darkhold and forevermore had his soul corrupted by Chthon. Centuries later, he would serve as Chthon's willing agent.

Centuries later, the Darkhold came into the hands of the Transylvanian occult scholar Baron Gregor Russoff. The baron had unknowingly brought the Book of Sins too close to where its fiendish author was caged, Mount Wundagore. Chthon made his second major bid to return to the Earthly plane, but was repulsed by the forces of the High Evolutionary (the New Men known collectively as the Knights of Wundagore) and the spirit of the 6th century sorcerer Magnus. On the night of his defeat, Chthon opened the potential for a future pawn in a baby girl born that very night; his pawn was the infant Wanda, later known as the mutant Avenger, the Scarlet Witch.

When Modred the Mystic was released from his magical suspended animation in the 20th century, Chthon, in his guise as the Other, commanded him to fetch the Darkhold and effect his release on Earth. In an elaborate scheme, Chthon took control of the Scarlet Witch, who had been born atop Mount Wundagore, and used her as his host through which he would return fully to Earth. The Avengers managed to free the Scarlet Witch using a magical wooden puppet made from the trees of the mountain. Chthon's earthly essence was trapped within the puppet and buried under a great avalanche atop Mount Wundagore.

Cthon's essence resides within his nether dimension, awaiting yet another chance to mobilize his pawns and escape to Earth. The resting place of the doll may have been disturbed recently, as it was buried in the former site of the Citadel of the High Evolutionary. With the Citadel's rebuilding and subsequent blast-off into space, the puppet may have been freed or perhaps incinerated by the force of the Citadel's rockets. As of this writing, no one has approached the site to investigate.

The Darkhold
The Darkhold is a volume of parchments originally transcribed by the Elder God Chthon containing all the arcane knowledge accumulated over millions of years of harnessing the dark forces of the cosmos. Thus, it is a magical artifact of unimaginable potency. Faced with death at the hands of Demogorge, the God Eater, Chthon created the Darkhold as a touchstone to the Earth Dimension, an indestructible symbol of his power through which he could manipulate others who would



some day help him return. Cthon's book channels some of his power into its user, and that magic always allows the person to read the Darkhold, regardless of what language the person might know.

The Book of Sins, as it came to be known, was used by some of the most evil sorcerers or occult dabblers the world has ever seen. Over the centuries, the book has corrupted good men like the journeyman mystic named Modred, cursing his name and powers and forever linking him to the servitude of the Elder God Chthon. Morgan le Fay, Cagliostro, Count Dracula, and many others gained possession of the Darkhold and its unimaginable power only to lose it again. Belief in its power and that of its creator prompted men of ancient Atlantis to form the Cult of the Darkholders, a group of powerful sorcerers that still exists in modern times. The Cult of Darkholders persists in activities that help Chthon while gaining power for themselves.

Due to his vast occult powers, Doctor Strange was the only person ever to use the Darkhold's spells without forfeiting his soul to Chthon. Any character who is not a Sorcerer Supreme and who even opens the Darkhold immediately turns evil and pledges to serve Chthon. The afflicted soul becomes an NPC, keeping his ability to perform the spells he knows but gaining vile and evil spells from the Darkhold. The Book of the Vishanti holds a spell that will release a character from the Darkhold's grip, but the spell is difficult to locate and use.

All magic-oriented characters can automatically feel the evil aura of the Darkhold, thus any effort to touch the book must be a person's own free will or some form of coercion; no person familiar with magic cannot be accidentally corrupted. A character who attempts to force (by psionics or magics) someone to open or use the Darkhold is in for an unpleasant surprise. The controlled character serves as a conduit for Chthon's power, but the curse of the Darkhold falls upon the controller. A manipulated character will retain his or her lifeforce and independence if the Darkhold is immediately dropped upon release by the now-cursed manipulator. This allowed the Scarlet Witch to turn the tables on Modred and not be bound to the service of Chthon forever.

The Darkhold is currently kept safely in the Sanctum Sanctorum of Doctor Strange, where any would-be thieves have to contend with a multitude of physical and mystical barriers to gain their prize. Recently, however, various fragments and unbound pages have been found throughout the world. Though these fragments possess only a fraction of the Darkhold's powers, they contain enough power to wreak many unimaginable evils.

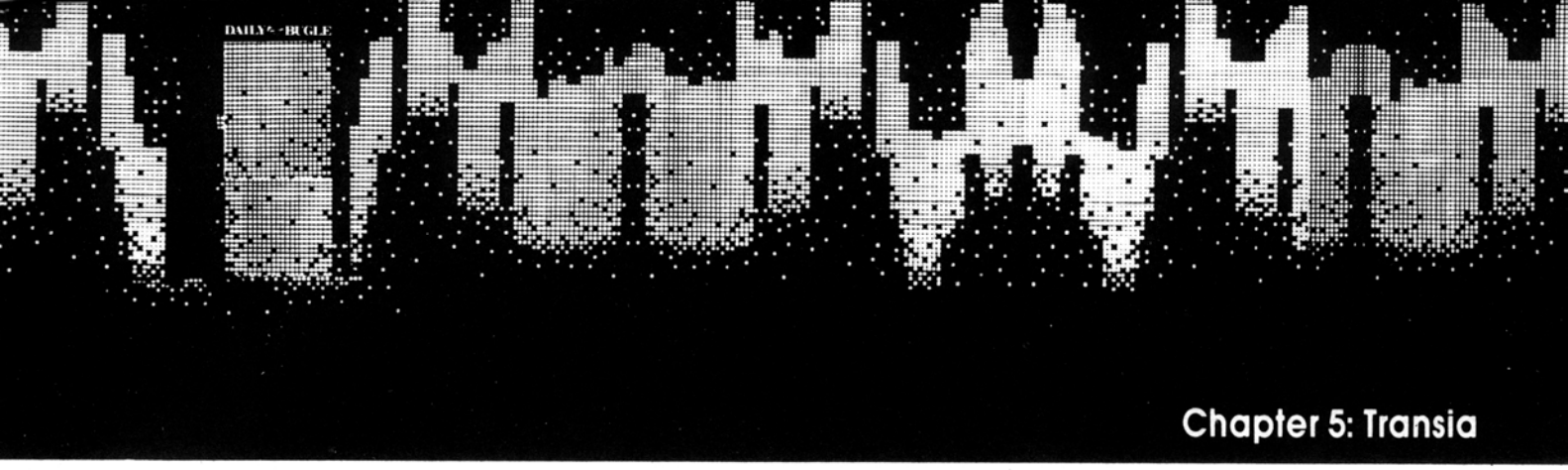
The Darkholders

The Cult of the Darkholders has existed since the days of ancient Atlantis, when human sorcerers first discovered the magical Darkhold. The Cult seeks to restore the Darkhold and Chthon to its former power by fully collecting the entire manuscript. Through the evil magical powers of the book, the Cult members hope to gain control over humanity.

One of the past accomplishments of the Darkholders was the compilation of its parchment pages into book form, done by Morgan le Fay in the sixth century. Members of the Cult scour the world looking for mystical power and artifacts as well as the Darkhold. As fragments and missing pages are found, they are often used to expand the powers of the Darkholders and further their attempts to regain possession of the book.

The typical Darkholder possesses Magical Ability of at least Excellent rank, known also as the mystical level of Adept. These mages possess at least eight spells of Excellent rank; the current leaders of any sect of Darkholders are generally mages of Incredible rank and know at least two spells from the Darkhold that are Incredible or higher rank. As Adepts, the Darkholders in general are at the lowest rank of sorcerer who normally gain special attention from other dimensional entities; their use of Chthon's talisman aids them in gaining power and attention from the corrupt Elder God.





High Evolutionary

Herbert Edgar Wyndham, geneticist

F	A	S	E	R	I	P
RM	RM	EX	CL	CL	CL	CL
30	30	20	3000	1000	1000	3000

Health: 3080 **Karma:** 5000
Resources: CL1000 **Popularity:** 0*
*100 to the New Men, his creations

Role-Playing Notes
Wyndham is a firm believer in the obligations of noble, highly-powered beings to protect and assist lesser beings. He is dedicated to the creation of new intelligent lifeforms. Recently, this obligation towards lesser beings has been twisted into an obligation to force the entire species of mankind to evolve before its appointed time.

Known Powers
None known in human form; see below.

Equipment
Cyborg Exoskeleton: Most of the High Evolutionary's powers are derived from his protective suit which also provides its wearer with Unearthly protection against physical attacks and Shift Z protection from energy, psionic, or magical attacks. The other powers which the suit bestows upon him include:

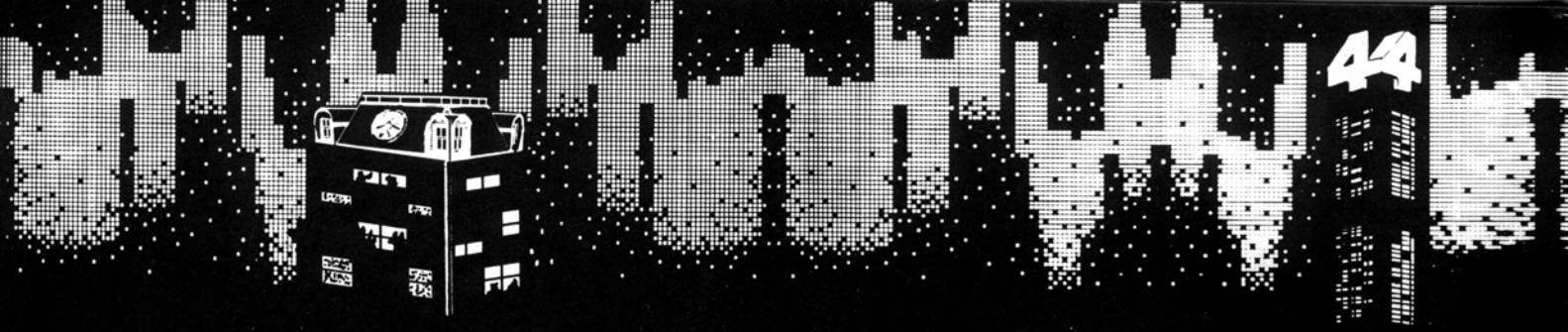
- *Clairaudience:* CL1000 range
- *Clairvoyance:* CL1000 range
- *Communication with Animals:* CL1000 rank
- *Communication with Cybernetics:* CL1000 rank
- *Danger Sense:* CL1000 rank; it also alerts the High Evolutionary of threats to his creations
- *Levitation:* CL1000 rank
- *Life Support:* The suit provides complete life support for Wyndham, automatic recycling his air and providing him with water and food.
- *Matter Creation:* CL1000 rank. This power can be used for several different powers at this rank.
- *Lifeform Creation* which permits him to bring any type of living being into permanent existence.
- *Mechanical Creation* that allows the fabrication of any type of machine desired.
- *Mental Invisibility:* CL1000 rank
- *Missiles:* Unearthly damage and range.
- *Power Bolts:* Unearthly energy damage and range.
- *Speechthrowing:* CL1000 rank
- *Telepathy:* CL1000 rank
- *Total Memory:* CL1000 rank
- *Linguistics:* CL1000 rank
- The High Evolutionary can separate his spirit from his physical form and can survive in this state for an indefinite period of time.
- The suit is designed to protect its wearer at all costs and, as such, automatically expends up to 150 Karma points to prevent disasters from affecting the High Evolutionary.
- The exoskeleton can, in time, even create a whole new body for Wyndham.

Talents
+ 3CS Reason in the fields of Genetics and Engineering.

History
Herbert Edgar Wyndham was formerly a student attending Oxford University in the 1930's who built a machine capable of accelerating the genetic evolution of living organisms. His first test subject was his pet dog which he managed to evolve into a creature who stood upright and had the intelligence of a chimpanzee.

His experiments having provoked anger and hostility among his peers, Wyndham left the university to build a research center where he could carry on his experiments in peace. Joined by his friend Jonathan Drew, Wyndham found the site for his facility on Mount Wundagore in Transia. The two men purchased a track of land on the mountain and discovered a rich uranium deposit on their property which they converted into working capital. In a few years, they built a citadel of scientific research.

Wyndham's work centered on the improvement of his genetic accelerator while Drew studied spiders' natural immunological resistance to radiation. Subjecting himself to his own machine, Wyndham began to accelerate his own intellectual capacity, enabling him to make increasingly greater discoveries.



Chapter 5: Transia

Wyndham's partnership with Drew began to fray when Drew's younger daughter Jessica was stricken with radiation poisoning due to prolonged exposure to uranium. Though both scientists tried to save her, the treatment required years of constant radiation therapy during which time the young girl had to be placed in cryogenic suspension. Drew's wife Merriem disappeared during her weekly trip to the village for supplies; Wyndham learned that she had been killed by a wolflike beast but withheld that information from his friend. Drew soon became so despondent that he departed Wundagore, leaving his daughter in Wyndham's custody.

Given the attack on Merriem and a recent attack on himself, Edgar Wyndham began to believe in the supernatural legends of the natives about werewolves. For protection, Wyndham devised a suit of armor that would also aid him in his work. He then began to genetically accelerate both domestic and wild animals into "New Men," animals with humanoid posture and intelligence. Among the first of his New Men were Bova, a cow-woman, Porga, a pig-man, and Tagar, a tiger-man. With the assistance of the ghost of the Sixth Century magician Magnus, Wyndham trained the menagerie of New Men in the arts of chivalry and combat of the Sixth Century. Thus he founded the Order of the Knights of Wundagore to protect his realm from certain native sorcerous foes (see Transia's History section). Wyndham himself had assumed the title of Lord High Evolutionary.

Decades later, the High Evolutionary converted his citadel into a spaceship and set forth with his knights for the stars, feeling that Earth was too confining for them. He left behind only three his subjects—Jessica Drew (who had gained spider-like powers from her treatment), the girl's nanny, Bova, and the evil cat-man, Tabur.

Eventually, the High Evolutionary deposited the Knights on their own planet (called Wundagore II) and released them from his service. He then built himself a small moonlike satellite and embarked upon the most ambitious project of his life: the construction of a detailed replica of Earth. Creating the world out of debris from the asteroid belt, the Evolutionary positioned it in the Earth's orbit, on the opposite side of the sun from the Earth.

The High Evolutionary called the world Counter-Earth and for years watched over it as its "god." Then, when he reposed in his ultimately-evolved state, Counter-Earth was towed out of its orbit by the Planet-Movers of Pegasus, an extraterrestrial company of contractors. Curious as to the nature of the beings who hired them, the Evolutionary accompanied the Pegasusians to the world of the Beyonders. He saw the crowning achievement of his life placed on display in a museum of curiosities and became numbed by the superiority of the Beyonders. Going mad, he attempted suicide, but his armor had been designed to protect him from all harm.

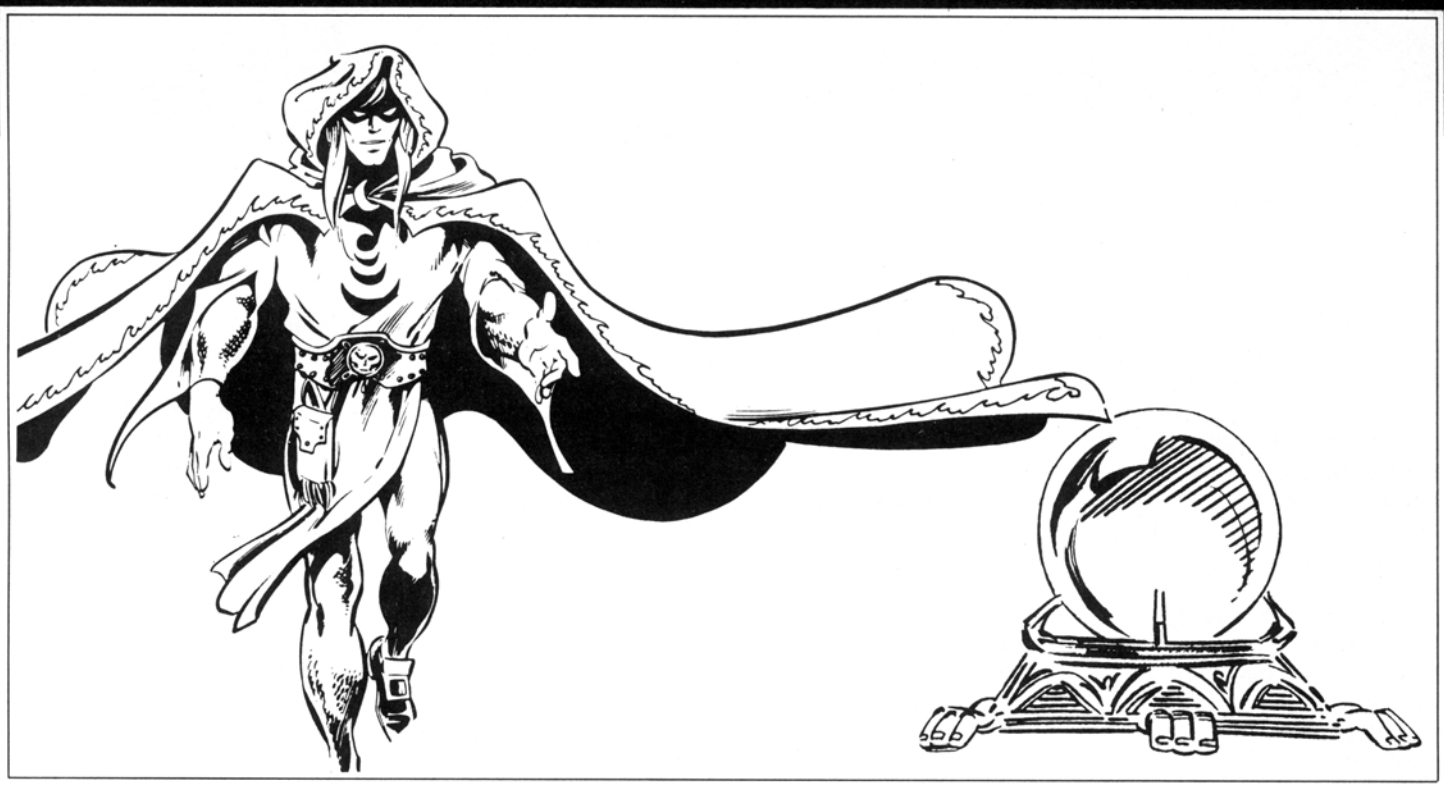
He then returned to Earth, hoping to find something strong enough to destroy his armor and end his misery. The High Evolutionary found such a being in the Hulk, whom he cajoled into wrecking his armor. The Hulk succeeded in demolishing most but not all of the Evolutionary's armor, just enough so that the Evolutionary could devolve into a mass of one-celled organisms. It was only a matter of time before its microcircuits reorganized themselves and restored the High Evolutionary to his previous state.

His de-evolution and restoration gave the High Evolutionary a new viewpoint on the future of mankind. Instead of being a benevolent protector, he decided to take a direct hand in molding the future of humanity. His goal was to evolve mankind quickly enough so that they would be able to eventually be as powerful as the race of Beyonders he had witnessed. This new conviction sparked what became known as the Evolutionary Wars.

The final battle of the Evolutionary Wars came when a group of Avengers found the High Evolutionary's undersea ship and discovered that he planned to detonate a Gene Bomb. The bomb would be detonated and Earth's creatures would undergo centuries of evolution in a matter of moments.

The Avengers managed to make their way to the Genesis Chamber, where they used the High Evolutionary's technology against him. Hercules volunteered to undergo the effects of the Evolutionary Chamber and become more than a god. He defeated the High Evolutionary, but evolved out of existence.

Months later, Thor journeyed to the Black Galaxy with a contingent of Knights of Wundagore to find and rescue Hercules and the High Evolutionary. After their restoration at the hands of the Celestials, the High



Evolutionary and company returned to Earth temporarily. Soon, Wyndham decided that, instead of advancing humanity, he would create new gods and immortals!

The High Evolutionary took the Citadel of Wundagore back to the Black Galaxy for raw materials to build his gods, and he had some success in creating new lifeforms. They were all on hand to witness the birth of a new Celestial. Watching this event with all his senses drove the High Evolutionary mad, and recent appearances show no signs of improvement.

Modred

Modred, sorcerer and emissary of Chthon

F	A	S	E	R	I	P
TY	EX	TY	AM	TY	EX	MN
6	20	6	50	6	20	75

Health: 82 **Karma:** 101
Resources: EX(20) **Popularity:** −20

Role Playing Notes

Modred is an example of a good man turned to evil by the direct control of supernatural forces. Modred tries to be a heroic wizard whenever Chthon's influence decreases, However, under Chthon's influence, Modred becomes a dangerous adversary who uses guile to gain the confidence of his intended victim, then strikes without remorse. If Modred ever returns from Merlin's realm, he should be treated as a hero.

Known Powers

Magic: By a combination of magical words and gestures, Modred can produce the following effects:

- *Eldritch Bolts:* Incredible rank force
- *Elemental Control:* Amazing animation of and control over air, earth, fire, and water.
- *Flight:* Incredible air speed (up to 300 mph)
- *Magic Detection:* Monstrous (75) rank.
- *Resistance to Magic:* Incredible rank
- *Strength Increase:* + 3CS (to Remarkable rank)
- *Weather Control:* Amazing rank

Talents
Modred's Reason is +1CS in Occult Lore.

History
Modred was born to a peasant family in sixth-century Britain and apprenticed at the age of twelve to a sorcerer named Gervasse. Distinguishing himself as a capable student, Modred's reputation reached Camelot where the Maha Yogi, an immortal mutant with seeming mystical power who was posing as Merlin in the sorcerer's absence, heard of him and summoned him. Since no one knew of the imposter, it was thought that Merlin himself had succumbed to sinister influences.

Leery of the summons, Modred decided to attempt to acquire sufficient power to confront Merlin by mastering the Darkhold, a mystical tome sequestered in the Dark Tower by the sorceress Morgan Le Fey's ex-disciple Magnus. To prevent the book from falling into the wrong hands, Magnus constructed an elaborate spell that made it impossible for anyone of evil intent to enter. The good-intentioned Modred breached the barrier and approached the book.

As soon as he spoke the Darkhold's incantation of power, a dark cloud-thing materialized to take his soul in exchange for power. Modred used his own magical skills to resist, until his betrothed, the daughter of Gervasse, entered the tower. When the cloud-thing threatened to take her soul, Modred freely offered his own, falling into a death-like trance the moment his soul was taken. Gervasse buried the youth in a large vault somewhere near the Dark Tower.

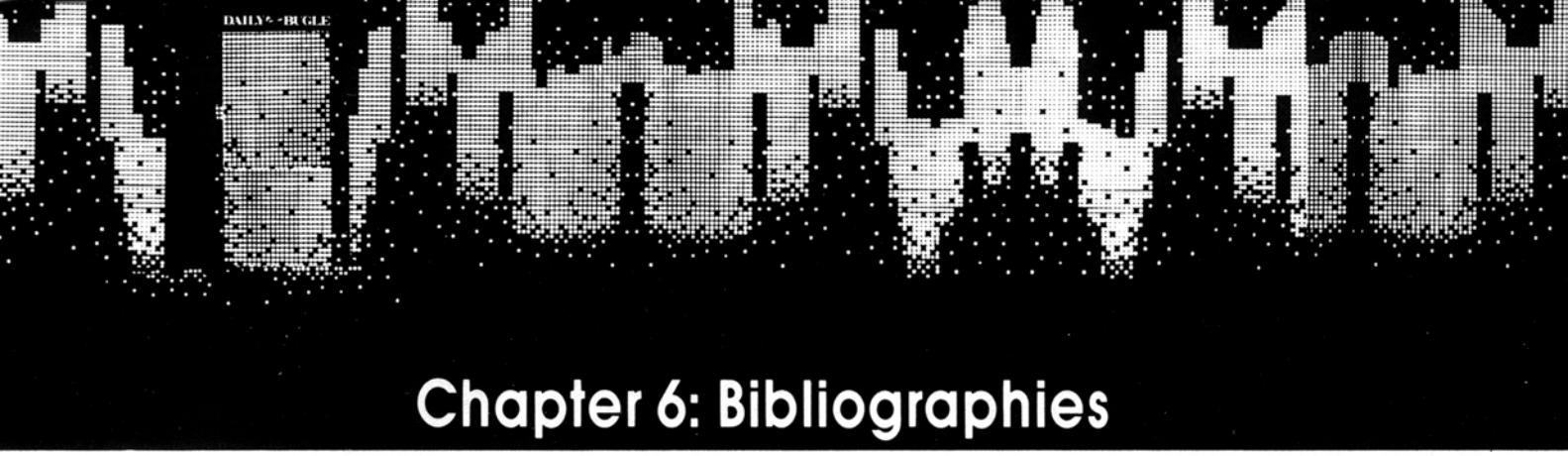
Almost 1,100 years later, two British archaeologists discovered Modred's tomb and breached it, an act which somehow caused Modred to awaken. Modred used his Darkhold-derived powers to free himself and the archaeologists from the tomb. Once outside, Modred was attacked by the Other, the demonic host of Chthon, the Elder God who created the Darkhold as his touchstone to Earth's dimension. Though Modred believed he defeated the Other, it actually took refuge in his body.

Now possessed body and soul by Chthon in accordance with the demon's plan, Modred was unaware of his own nature as a pawn of Chthon until some months later when Chthon summoned him to his tomb in Mount Wundagore in Eastern Europe. There Chthon commanded Modred to retrieve the Darkhold from its current possessor and then to fetch the mutant Scarlet Witch in whom he had invested sorcerous potential at her birth decades prior. Unable to resist the elder god's influence, Modred battled the Scarlet Witch's companions, the Avengers, as the Witch was bodily possessed by Chthon. When the Avengers drove Chthon back into his tomb, Modred lost his sanity and knowledge of magic. Modred was left in the custody of an evolved cow named Bova on Mount Wundagore.

In her care, Modred's intelligence and power gradually returned to him, Bova was unaware of it until Modred used his magic to reduce the Thing and the Puppet Master to the size of dolls and animated all of his toys to attack them. Soon after, the mutant Magneto angrily destroyed Bova's cabin after learning that he was the father of Quicksilver and the Scarlet Witch, and that Bova had been the midwife who delivered them. Separated from Bova, Modred wandered the European countryside, subconsciously heading toward England.

Once there, Modred's memory and full sorcerous knowledge returned. Determining to magically conquer his native land, Modred attacked England's greatest champion, Captain Britain, and stripped him of his power-conferring uniform, Captain Britain was able to send a distress call to Captain America, however, and the two freedom fighters managed to subdue Modred, and Captain Britain regained his costume. Captain Britain's mentor Merlin spirited away Modred's body upon defeat, saying he would re-educate Modred in the world in which Merlin now existed, and then return him to the mortal plane. Modred's current whereabouts and activities are unknown.





Chapter 6: Bibliographies

The following bibliographies attempt to catalog and list all the appearances of Doctor Doom, Silver Sable, and the related characters of Latveria, Symkaria, and Transia. The initial bibliographies are alphabetically ordered by comic book titles. They are also categorically separated into three topics: Doctor Doom and Latveria; Silver Sable and Symkaria; and Modred, the High Evolutionary, and Transia. The secondary listing is only in relation to Doctor Doom, and is a chronological listing of nearly all of Doctor Doom's appearances from his arrival in FANTASTIC FOUR #5 (cover date August 1962) to AMAZING SPIDER-MAN #350 (cover date May 1991), the latest published appearance mentioned here for Doctor Doom. This covers nearly thirty complete years!

As you can see from the lists, our good Doctor has certainly menaced a good amount of the Marvel Universe since his first encounter with his perennial rivals, the Fantastic Four. Please note that cameos, flashbacks, dream sequences (such as FANTASTIC FOUR #330), and reprints have not been included with this list.

Notations on the bibliographies are as follows:

A#: This signifies an Annual, followed by its number.

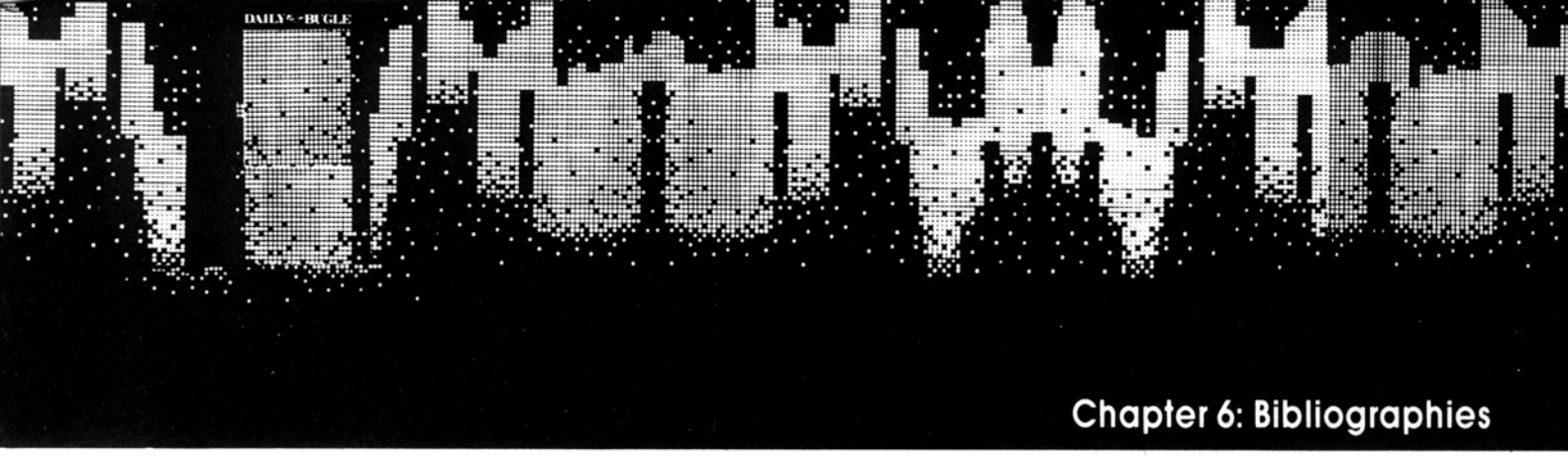
GS#: This signifies a special Giant-Sized issue of a comic book title; these later became other series titles or simply became the annuals of that comic book title.

(1st)/(2nd): These signify which volume or series number contains the issue listed. Many of Marvel's comic books have had different series at various times and their titles remain the same; these notations tell in which series run the issue was printed.

Doctor Doom & Latveria Bibliography

Comic Book Title	*Issue #s*
ALPHA FLIGHT	91
AMAZING SPIDER-MAN	5, 327, 329, 350, A14
ASTONISHING TALES	1-8
AVENGERS	25, 155, 332, 333
AVENGERS WEST COAST	35
BEAUTY & THE BEAST	1, 4
CHAMPIONS	16
CLOAK & DAGGER	(1st) 10; (2nd) 12, 13
DAMAGE CONTROL	(1st) 2
DAREDEVIL	36-38, 275
DAZZLER	3, 4
DOCTOR STRANGE	(2nd) 57; (3rd) 32, 34
EMPEROR DOOM	Graphic Novel
EXCALIBUR	37-39
FANTASTIC FOUR	5, 6, 10, 16, 17, 23, 39, 40, 43, 57-60, 84-87, 116, 142-144, 155-157, (193-196), 197-200, 236, 246, 247, 258-260, 268, 278, 279, 287, 288, 304, 305, 311, 312, 318, 319, 320, 350, 352, A2, A3, A15, A20
FANTASTIC FOUR VS THE X-MEN	1-4
HERO FOR HIRE	8, 9
INCREDIBLE HULK	143, 144
INVADERS	32, 33
IRON MAN	149, 150, 249, 250
MARVEL COMICS PRESENTS	(2nd) 48, 100
MARVEL FANFARE	44
MARVEL TEAM-UP	42, 43, 44
MARVEL TWO-IN-ONE	60, 68
MASTER OF KUNG FU	59, 60
MICRONAUTS	41
POWER PACK	53
PUNISHER	28, 29
SECRET WARS	1-12
SECRET WARS II	7
SPECTACULAR SPIDER-MAN	159, 160
STRANGE TALES	(1st) 122, 167
SUB-MARINER	20, 47-49
SUPER VILLAIN TEAM-UP	1-14, GS1, GS2
THOR	182, 183, 209, 210, 388, 409, 410
TRIUMPH & TORMENT	Graphic Novel
WARLOCK	4-7
WEB OF SPIDER-MAN	59, 60, 61
WHAT IF?	(1st) 22; (2nd) 18
X-FACTOR	A4
X-MEN	145-147


FOR NO ONE KNOWS WHAT IS BEST FOR YOU... EXCEPT YOUR MIGHTY SOVEREIGN... DOCTOR DOOM!



Silver Sable & Symkaria Bibliography

Comic Book Title	*Issue #s*
AMAZING SPIDER-MAN	265, 279, 280, 281, 301, 303, 320-325, A25
EXCALIBUR	36
MARVEL COMICS PRESENTS	(2nd) 53
MOON KNIGHT	(3rd) 15
SOLO AVENGERS	3-7
SPECTACULAR SPIDER-MAN	128, 129, A11
WEB OF SPIDER-MAN	50, 71, 72, A5, A6

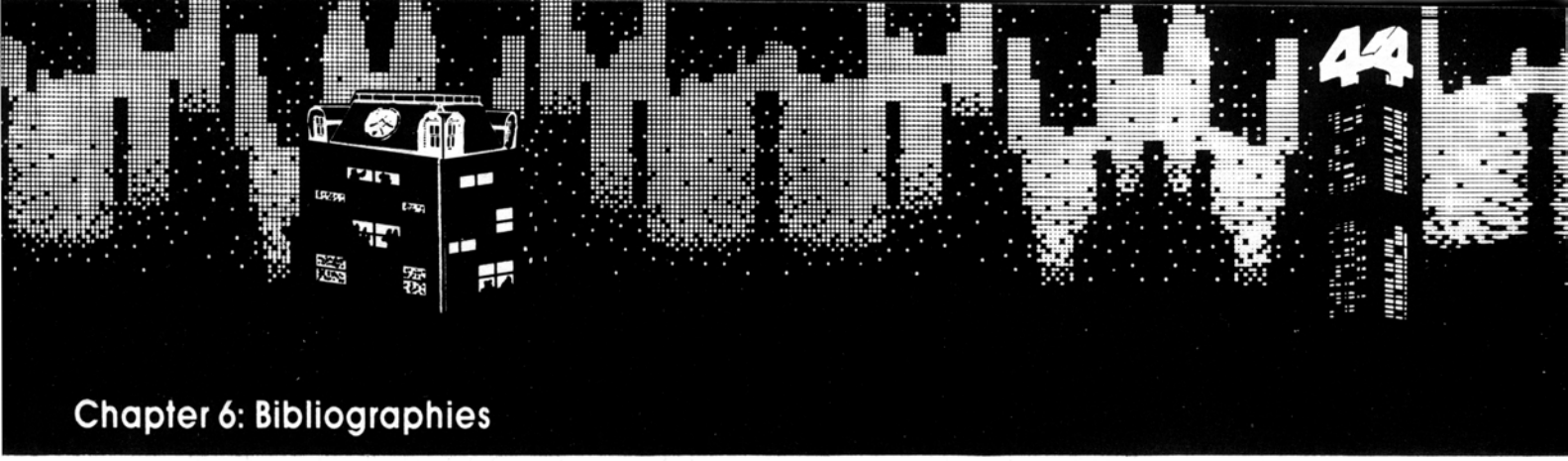
Wundagore & Transia Bibliography

Comic Book Title	*Issue #s*
AVENGERS	36, 37, 185-187, 232-234
CAPTAIN AMERICA	305, 306
EVOLUTIONARY WARS	1988 Marvel Annuals
FANTASTIC FOUR	173-175
INCREDIBLE HULK	266
IRON MAN	109-111
MARVEL CHILLERS	1, 2
MARVEL TWO-IN-ONE	33, 74
TALES TO ASTONISH	94-96
THOR	134, 135, 406-408
VISION AND THE SCARLET WITCH	(1st) 4



Doctor Doom Chronology: 1962 - 1991

FANTASTIC FOUR #5, 6, 10, 16, 17
AMAZING SPIDER-MAN #5
FANTASTIC FOUR #23
STRANGE TALES #122
FANTASTIC FOUR ANNUAL #2
FANTASTIC FOUR #39, 40, 43
FANTASTIC FOUR ANNUAL #3
AVENGERS #25
FANTASTIC FOUR #57 – 60
DAREDEVIL #36 – 38
MARVEL SUPERHEROES (1st) #20
FANTASTIC FOUR #84 – 87
SUB-MARINER #20
STRANGE TALES #167
THOR #182, 183
ASTONISHING TALES #1 – 8
INCREDIBLE HULK #143, 144
FANTASTIC FOUR #116
SUB-MARINER #47 – 49
HERO FOR HIRE #8, 9
FANTASTIC FOUR #142 – 144
GIANT SIZE SUPER VILLAIN TEAM-UP #1
FANTASTIC FOUR #155 – 157
GIANT SIZE SUPER VILLAIN TEAM-UP #2
SUPER VILLAIN TEAM-UP #1 – 9
AVENGERS #155 – 157
SUPER VILLAIN TEAM-UP #10 – 13
MARVEL TEAM-UP #41 – 44
MASTER OF KUNG FU # 59 – 60
FANTASTIC FOUR #192 – 200
FANTASTIC FOUR ANNUAL #15
AMAZING SPIDER-MAN ANNUAL #14
DAZZLER #3, 4
IRON MAN #149, 150
FANTASTIC FOUR #236
MICRONAUTS #41
FANTASTIC FOUR #246, 247
X-MEN #145 – 147
FANTASTIC FOUR #258 – 260
SECRET WARS #1 – 12
FANTASTIC FOUR #268, 278, 279, 287, 288
EMPEROR DOOM Graphic Novel
FANTASTIC FOUR #305



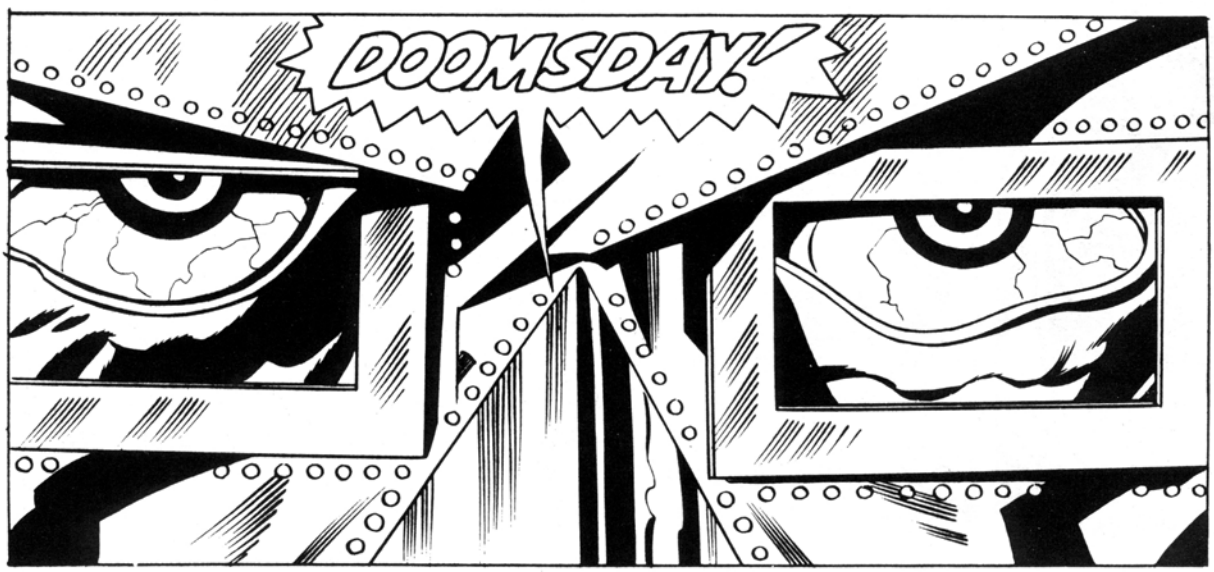
Chapter 6: Bibliographies



FANTASTIC FOUR ANNUAL #20
FANTASTIC FOUR #311, 312
WEST COAST AVENGERS #35
FANTASTIC FOUR #318, 319
INCREDIBLE HULK #349, 350
FANTASTIC FOUR #320
MARVEL FANFARE #44
THOR #409, 410
IRON MAN #249, 250

Acts of Vengeance Issues
PUNISHER #28, 29
WEB OF SPIDER-MAN #59 – 61
AMAZING SPIDER-MAN #327
SPECTACULAR SPIDER-MAN #159, 160
DAREDEVIL #275
POWER PACK #53
CLOAK AND DAGGER (2nd) #12, 13

MARVEL COMICS PRESENTS (2nd) #47
ALPHA FLIGHT #91
AVENGERS #332, 333
EXCALIBUR #37 – 39
FANTASTIC FOUR #350, 352
AMAZING SPIDER-MAN #350
TRIUMPH & TORMENT Graphic Novel





MARVEL SUPER HEROES is a trademark of Marvel Entertainment Group, Inc
©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc.
Game Play Elements Copyright ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

6906XXX1901


MARVEL™
SUPER HEROES
CAMPAIGN SET
Machines of Doom
by Anthony Herring
-BUTLER-

MARVEL™ SUPER HEROES
CAMPAIGN SET

Machines of Doom

by Anthony Herring

Credits

Design: Anthony Herring
Editing: Steven E. Schend
Art Coordinator: Peggy Cooper
Cover Art: Jeff Butler
Interior Illustrations: Jerry Ordway & John Statema
Graphics Director: Stephanie Tabat
Typography: Tracey Zamagne
Cartography: Dennis Kauth
Production: Paul Hanchette

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.

TSR Ltd.
120 Church End,
Cherry Hinton
Cambridge CB1 3LB
United Kingdom



This book is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR, Inc. and Marvel Entertainment Group, Inc. Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR, Ltd. Distributed to the toy and hobby trade by regional distributors. The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental.

MARVEL SUPER HEROES, MARVEL UNIVERSE, DR. DOOM and all Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. ©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc.
Copyright ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

ISBN 1-56076-404-X

6906

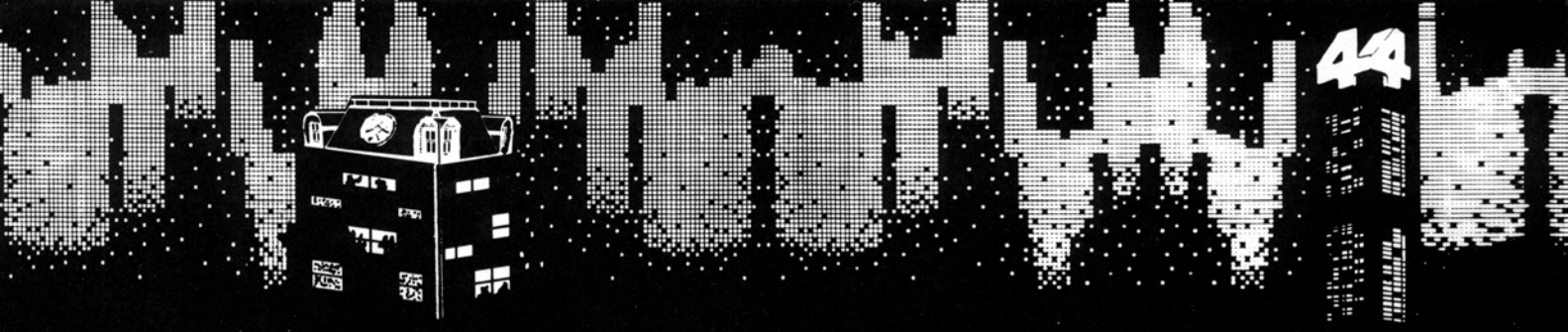


Table of Contents

Preface and Introduction 3

Chapter 1: Inventing and Modifying Hardware 4
- Tech Rank 4
- The Resource FEAT 5
- Special Requirements 6
- Construction Time 7
- The Reason FEAT 7
- Kit-Bashing 7
- Modifying Hardware 8
- Damage 8
  - Damage to Robots 9
  - Long-Term Repairs 9
- Reprogramming 9
- Using Another Inventor's Creations 10
- Mixing Science and Sorcery 10

Chapter 2: Doom's Technology Catalogue 11
- Air Cannon 13
- Amphibious Skycraft 13
- Antimatter Extrapolator 14
- Aquarium Cage 14
- Armor, Doom's Original 14
- Armor, Doom's Promethium 17
- Bio-Enhancer 17
- Body Transferral Ray 17
- Bubble Ship 18
- Concussion Ray 18
- Cosmic-Beam Gun 19
- Doombot 19
- Doom-Knight 21
- Doomsman I 22
- Doomsman II 23
- Doom Squad 23
- Electro-Shock Pistol 24
- Electronic Shackle 25
- Energy Fist 25
- Enlarger Ray 25
- Excavator 25
- Fingertip Darts 26
- Floating Laboratory 26
- Force Cage 27
- Freeze Grenade 27
- Grabber 27
- Grappler Ray 28
- Guardian Robot 28
- Gyroscopic Aircraft 29
- Hawk Scanner 29
- Hologram Projector 30
- Hyper-Sound Piano 30
- Hypno-Persuader 30
- Hypnopticon 35
- Idento-Disc and Robot 36
- Image Projector 36
- Inhibitor Ray 36
- Instant Hypnotism Impulser 37
- Insulato-Shield 37
- Intensified Molecule Projector 38
- Invincible Robot 38
- Ionic Blade 40
- Latverian Guard Weaponry 40
- Memory Transference Machine 41
- Metabolic Transmuter 42
- Micro-Sentry 42
- Mini-Missile Launcher 43
- Molecular Cage 43
- Molecule Displacer 43
- Multi-Dimensional Transference Center 44
- Nerve Impulse Scrambler 45
- Neuro-Space Field 45
- Neutro-Chamber 45
- Omni-Missile 46
- Pacifier Robot 46
- Particle Projector 47
- Plasteel Sphere 48
- Plasti-Gun 48
- Power Dampener 49
- Power Sphere 49
- Power Transference Machine 50
- Psionic Refractor 50
- Psycho-Prism 51
- Rainbow Missile 52
- Reducing Ray 52
- Refrigeration Unit 53
- Ring Imperial 53
- Robotron 53
- Saucer-Ship 54
- Seeker 54
- Silent Stalker 55
- Sonic Drill 55
- Spider-Finder 56
- Spider-Wave Transmitter 56
- Stasis Gun 56
- Stun-Shocker 57
- Swarmbots 57
- Thermo-Lance 58
- Time-Bot 58
- Time Displacer 59
- Time Platform 59
- Time-Shift Bomb 60
- Tractor Beam 61
- Vertigo Beam 61
- Vibration Machine 62
- Vibro-Bomb 62
- Vortex Machine 63
- Warrior Robot 63
- XZ-12 Device 64



Preface & Introduction

Preface

Welcome, Mighty Marvelites!

The book you hold in your hands has been tremendous fun for me to write. I've always enjoyed creating devices for the MARVEL SUPER HEROES™ game. Imagine my excitement when I was given the job of developing all of Doctor Doom's inventions!

After the initial elation wore off, I realized what a monumental undertaking this was going to be. After all, Doctor Doom has been around longer than I have! He has appeared in over 150 Marvel comics over the past thirty years and is almost always accompanied by new and devious inventions. How was I ever going to find all of those back issues? HELP!

Help soon arrived in the forms of Scott Davis, Steven Schend, and Tim Cummins. All three gentlemen supplied me with the numerous issues I couldn't locate. Tim, bless his soul, even trusted me with his entire FANTASTIC FOUR™ comic collection! Thanks, guys.

Credit must also be given to Jeff Grubb, the original designer of the MARVEL SUPER HEROES game. The first chunk of this book contains rules for creating and modifying inventions, rules which are much the same as those written by Jeff in the Advanced Rules set. I simply made some additions and clarifications which I think improved the technology system. I hope you (and Jeff) all agree.

After reading of Victor Von Doom's trials and tribulations, and writing statistics and rules for nearly 100 of his inventions, I've developed a kind of sympathy for him. He is the anti-hero, a man blind to his own megalomania, and a man who truly believes his twisted goals and thirst for power are good for the world. His masked face haunts my dreams.

What a great villain he is! Every super hero campaign should have a recurring antagonist like him. Doc Doom is a brilliant inventor, he dabbles in the mystic arts, and he rules an entire country. Being the first super villain with diplomatic immunity, Doctor Doom is a villain your player character heroes cannot arrest! What more could you ask for?

Anthony Herring

Introduction

Within the dark mind of Victor Von Doom lie mysteries unfathomable. Through the armored despot's inventions, we watch the bright flames of true genius flickering behind his cold eyes.

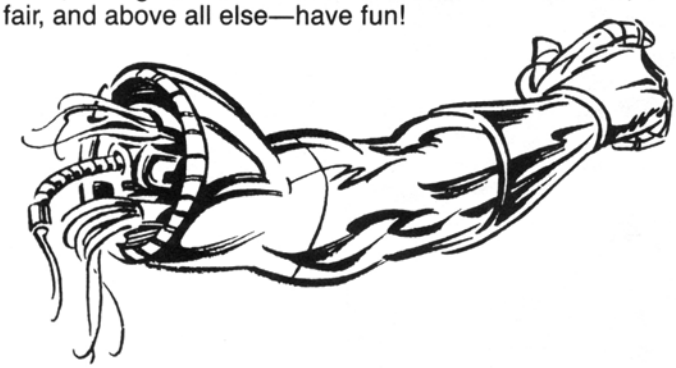
This book contains over 90 of Dr. Doom's nefarious devices—from air cannons to the infamous (and long forgotten) XZ-12 device, you get them all. A brief description accompanies each item's entry, along with relevant game statistics and rules.

Although most of the devices are associated solely with Doctor Doom, Judges should feel free to use them throughout their campaigns. By changing the appearance and the name of an item, any of your high-tech villains can have variations of the equipment presented here.

As the Judge, feel free to tinker with the gadgets' various power ranks and abilities to suit the needs of your campaign. Doc Doom is always adjusting his equipment to neutralize specific super-powered foes. His antimatter extrapolator may bounce off the rocky hide of the Thing today, but just wait until next time, Mr. Grimm!

After being zapped, teleported, imprisoned, and flung into other dimensions by some of Doom's inventions, the players in virtually every campaign decide that it's time for their heroes to do a little inventing of their own. The first chapter of this book presents detailed rules for inventing and modifying high-tech equipment. The rules that follow should give you plenty of ideas on how to handle hardware construction and modification.

As a reminder, remember that the rules of the game are not written in stone. You, the Judge, have final say as to how the game is played. If you don't like some of the rules, change them. Just remember to be consistent, be fair, and above all else—have fun!





Chapter 1: Inventing and Modifying Hardware

A vast array of technological wonders are presented in the pages of this book. Because most of these items lie within the steely grip of their creator—Victor Von Doom—player character heroes have a limited number of options if they want one of these inventions for their very own: They can try to "acquire" it from Doctor Doom—good luck!—or they can try to reproduce it themselves. This chapter presents rules for inventing high-tech gadgets and modifying existing ones.

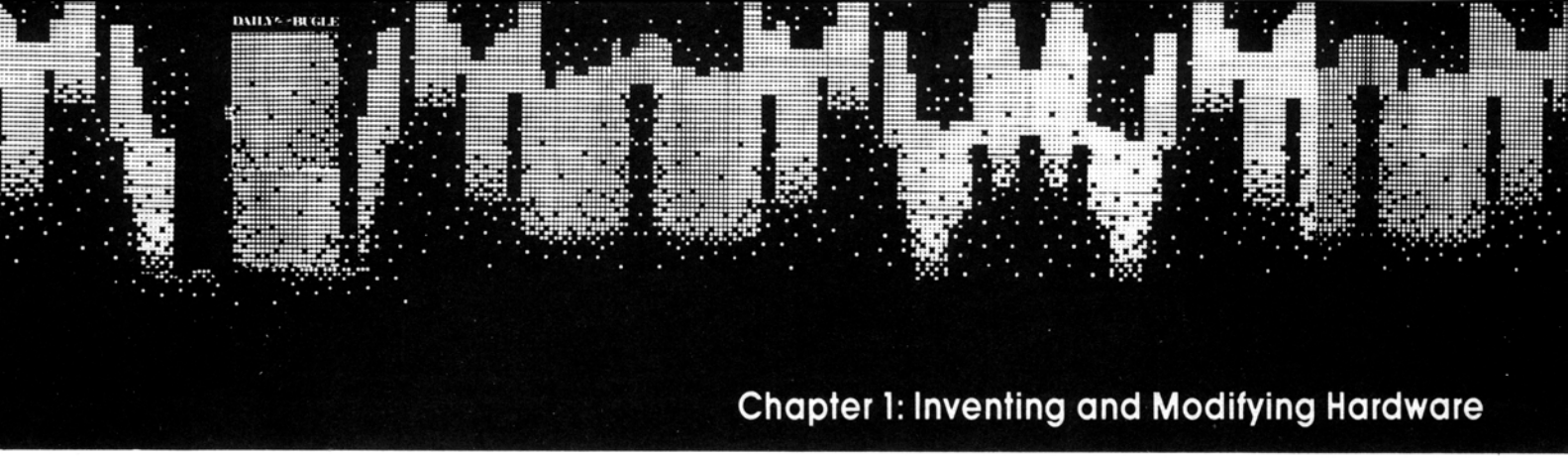
It is important to note that high-tech characters are not affected by the following rules. These characters and their special gear can and should still be created according to the guidelines provided in the current MARVEL SUPER HEROES™ Basic Set.

Tech Rank

The most important information required for building or modifying an item is its Tech rank, which measures how complex and powerful the invention is. Every device in this book has a Tech rank listed in its description. Like powers and abilities, Tech rank ranges from Shift 0 all the way up to the infinite Beyond. Tech rank is equal to the highest *applicable rank* number of the device, taking into account certain modifiers. Applicable ranks are those ranks that define the performance of the object:

- *Vehicles:* Applicable ranks are Control, Speed, and Body (the overall material strength of the vehicle).
- *Weapons:* Applicable ranks are damage, range, and material strength.
- *Power Suits:* This classification includes all items that enhance a character's abilities. Applicable ranks are the modified abilities (Example: Good (10) to Amazing (50) Strength) and the material strength (or the equivalent Body Armor) of the suit.
- *Robots:* This includes androids, cyborgs, and all other types of artificial beings but not clones. Applicable ranks are the ranks of the being's listed abilities (Fighting, Agility, etc.) and any powers.
- *Miscellaneous:* With any other technological item that doesn't apply to the above classifications, its applicable ranks are its overall material strength and any power ranks involved.





Machines which duplicate abilities not readily available in our real world always have an applicable rank of Monstrous (75) added to everything else. If the heroes want to build a Good (10) rank time machine, a Monstrous (75) applicable rank is added since we do not have time machines in our society. A vehicle that flies with jet engines would not suffer this penalty, but one that flies due to antigravity devices would.

A device's applicable ranks that *are* realistically producible by 1990's technology have a Tech rank limit of Monstrous (75). For example, a conventional military jet has a Speed of Shift X(150), but since jet aircraft are common in our society, the rank is considered to be Monstrous (75) for determining the planes overall Tech rank. The jet still has a Speed of Shift X (150); it is only counted as Monstrous (75) for calculating Tech rank.

When the highest applicable rank has been determined, apply the following modifiers to that rank to find the invention's Tech rank:

- +2 CS for every applicable rank equal to the highest applicable rank. For example, a battle suit with two Remarkable (30) powers would have a Tech rank of Amazing (50): Remarkable (30) +2 Column Shifts.
- +1 CS for every applicable rank that is one rank lower than the highest applicable rank.
- +0 CS for all ranks two or more ranks lower than the highest applicable rank.
- +2 CS if the item is easily concealable and cannot normally be seen (Example: an ionic blade, a weapon hidden inside Doc Doom's armor).
- +1 CS if the machine is portable.
- +1 CS if the invention is pocket-sized or smaller.
- +1 CS if it occupies more than one area; compartmented vehicles are cosidered to occupy as many areas as they have compartments.
- +1 CS if the object is a robot designed to imitate a specific individual (such as a Doombot).
- −1 CS if the item is a humanoid robot.
- −1 CS if the item is a hand-held melee weapon which must touch the target to inflict damage, like a sword.

Once the object's final, modified Tech rank has been established, it's time to get down to the basics of creating the device. The following four factors are directly related to a device's Tech rank:

- The Resources required to build the item;
- The amount of time that must be spent building it;
- Whether or not the item actually works after design and construction; and
- Whether or not a character can use another character's invention.

The Resource FEAT

Before work begins on inventing new technologies, the character must succeed at a Resource FEAT against the Intensity of the item's Tech rank. If the object has a Tech rank of Incredible (40), for instance, the character must succeed at an Incredible (40) Intensity Resource FEAT. This FEAT represents buying all of the various high-tech components needed to piece the invention together.

If the Tech rank is more than one rank higher than the character's Resource rank, it is an impossible FEAT for that character—he or she simply doesn't have the funds available. However, the FEAT can still be accomplished with outside help. Two characters can chip in to buy the materials. To do so, the Resource ranks of the characters involved must be within one rank of each other. If so, the higher rank is increased by +1 CS.

Additionally, a character with insufficient funds, but with contacts in an organization, could persuade an outside corporation or benefactor to fund the project. Remember that contacts may have their own restrictions or requirements to any such agreement: "Well, now that you've completed your nuclear-powered battle suit, Joe Hero," says the smiling CEO of Tech-Star from behind a desk the size of Kansas, "we have a little job for you in Latveria. Surely you can help us after all the money we put in to your armor.. . ."

If the Resource FEAT is failed, the character may make another attempt in one week (assuming it was not an impossible FEAT to begin with). It is rationalized that the inventor can actually afford to design and build the device, but does not have the money at hand.

Special Requirements

Most powerful inventions need a certain component, substance, or ability to power them, called a *special requirement.* These components are totally in the province of the Judge, who should use them as a means to prevent heroes from building every type of gadget imaginable. For instance, if the characters can't come up with some antimatter, they won't be able to build a replica of Doom's antimatter extrapolator.

Special requirements also serve to place characters in adventure situations. An entire scenario could be designed around the hunt for a special item needed to restore power to a dying hero's life-saving environmental battle suit. For an example in the MARVEL UNIVERSE™, the Fantastic Four travelled to the Negative Zone to get the Cosmic Control Rod to aid in the birth of Reed's son, Franklin Richards.

Special requirements also justify why villains commit crimes in order to finish their nefarious devices. In a recent adventure against Spider-Man, villains stole a priceless Latverian gem from a museum to further their ambitions. "This machine will call the holy Swarm back to Earth, to purify the planet of all but our kind!" gloated Master Andrew, leader of the Arcane Order of the Night, as he gently placed the powerful Dragon's Egg into a strange contraption aimed at the stars. "And tonight, at last, we have the occult engine with which to power the machine!"

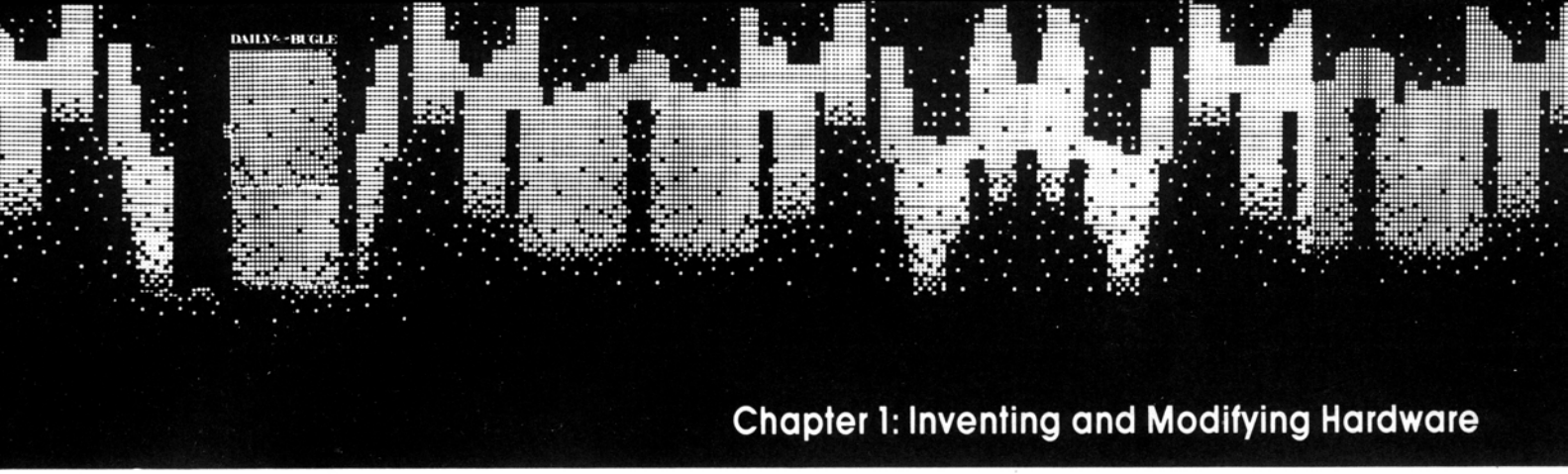
In deciding whether or not a special requirement is needed, consider the function of the invention. *If it duplicates a power that is not available in "real life" (such as time travel), a special requirement is always mandatory.* Similarly, if the object has powers of Incredible (40) rank or higher, a special requirement should be called for, though items should rarely exceed three requirements. The Judge always has final say as to the number of special requirements (if any) needed, but he or she may be especially lenient in cases where speed is of the essence (as with kit-bashing).

When the Judge decides a special requirement is necessary, players should work with the Judge to create something that ties in with the device in question. Examples include:

- A special material or alloy is needed. For example, a noiseless engine might require vibranium, or a device of Unearthly (100) material strength may require some adamantium or uru metal.
- A specific component must be found for the device to function. For an electronic invention, a unique circuit board or computer chip may have to be acquired or developed independently at a Tech rank of −1 CS from the original invention's Tech rank.
- Someone knowledgeable in the field must be consulted. Michael Morbius, Bruce Banner, and Doctor Octopus are all masters in the field of radiation, while Henry Pym and Bill Foster are two of the few consultants available on size control. Doctor Doom is a master in robotics, as well as just about every other field, including magic. Arranging a meeting with such experts is the hero's problem, and could certainly be the beginning of a memorable adventure.
- A unique process is needed to fire the reaction to complete the project. Some standard favorites are exposure to cosmic or gamma radiation, solar flares, zero gravity, and even sorcery. Tell the players what is required ("All you need to fully power your VTOL chariot is a charge of Unearthly Intensity lightning."), but let them figure out how to acquire it.
- A working model of the device must be found and studied. This can be required when trying to duplicate another's invention or a hero's powers. The cost of instruments to analyze the model may also be added, further increasing the difficulty in creating an item.







Construction Time

The Tech rank number determines the number of days required to finish the project. For example, a flying rocket-powered skateboard with an Incredible (40) Tech rank takes 40 days to complete. This figure assumes normal working conditions: one man working alone with regular breaks for eating, sleeping, and other necessities. The following situations may reduce the construction time:

- If the inventor (the character making the Reason FEAT) has a lab assistant, the time is halved.
- If the assistant has a Reason within one rank of the inventor's, the time is quartered, rather than halved as described above.
- If the inventor works non-stop with only short breaks for food and rest, time is again halved.
- If the inventor has blueprints for the invention or a working model of a similar invention built by someone else, time is again halved.
- If the inventor has hired or persuaded a non-player character to do the work based on the inventor's requests or designs, the maximum amount of time is always used. A character may only work on one invention at a time, but he may have several projects being developed by others.

The Reason FEAT

After succeeding at the Resource FEAT and spending the required amount of time completing the project, the inventor attempts a Reason FEAT roll to determine if all of his effort has paid off. The following modifiers are applied to the character's Reason:

- +1 CS for an assistant with Reason no less than one rank lower than the inventor's (maximum of +1 CS).
- +1 CS for each applicable talent (electronics, robotics, etc.; maximum of +3 CS total).
- +1 CS if the device existed previously (the inventor's failed experiments, research on individual components, or salvaged parts from another device).
- +2 CS if the inventor has another character's blueprints or working model.
- −1 CS if time was shortened by rushing the project.
- −1 CS for each special requirement needed (maximum of −3 CS).

Using his modified Reason, the inventor attempts a Reason FEAT against the Intensity of the item's Tech rank. If the Tech rank is Amazing (50), for example, an Amazing (50) Intensity Reason FEAT is called for. Karma may be added before the die roll, but in this case (and this case only!), the amount of Karma must be stated before the roll is made.

This is an impossible FEAT if the Tech rank is more than one rank higher than the inventor's modified Reason. After all of his effort, time, and money, the inventor still cannot fathom the intricacies of this machine. Back to the drawing board!

Even if the Tech rank is more than two ranks lower than the character's Reason, this is never an automatic FEAT. Everybody makes mistakes, even such brilliant scientists as Mister Fantastic and Doctor Doom.

If the Reason FEAT is failed, the device does not work and the inventor realizes he has missed a vital component—one special requirement is added. The character must start again, but no Resource FEAT is required (except possibly to get the new special requirement). Construction time is the same as before, and a Reason FEAT must again be attmepted.

If the Reason FEAT is successful, the device works exactly as planned. Eureka!

Kit-Bashing

Sometimes it is crucial for a hero to come up with a device right away if not sooner. The solution is to start kit-bashing—using what gadgets are immediately at hand to build something that will save the day. In the Marvel Universe, Reed Richards is the unparalleled champion at kit-bashing items to rescue the planet from peril.

Kit-bashing proceeds much like normal inventing, but no Resource FEAT is necessary, and construction takes far less time at the expense of Karma. *Every 10 points of Karma spent reduce one day of normal work to one*



round. For example, if a machine has a Tech rank of Amazing (50), it takes 50 days to build under normal circumstances. By spending 500 Karma points, the construction time is reduced to 50 rounds.

Kit-bashing may also be used to rush a project to completion. Your character is on the fifth day of work on a robot-neutralizer device which requires 10 days of construction time, but Doctor Doom's robot army suddenly attacks! The project can be completed in five turns by kit-bashing. However, if any part of the device is kit-bashed, the entire machine is considered to have been kit-bashed.

The inventor must still succeed at a Reason FEAT as described previously. If the roll is failed, the device does not function. Another attempt may be made, but the construction time is the same, and Karma must be spent again. Unlike standard hardware creation, a new special requirement is *not* added with a failure at kit-bashing.

If the Reason FEAT is passed, the device operates as planned for 1-10 rounds before becoming useless. Depending upon the gadget, it might explode, fuse solid, or simply fall to pieces. If the inventor can salvage the remains, he receives a +1 CS bonus on future Reason FEAT rolls to duplicate the item.

Karma for kit-bashed devices can be taken from any source available to the inventor: his own fund; Karma pools he belongs to; Karma that has been set aside for advancement; and Karma contributed by assistants.

Modifying Hardware

Sometimes heroes don't want to build an entirely new device, but simply want to modify an existing one. Modification is often less expensive than a full-scale project, and can be used to smooth out the edges of inventions or improve them slowly.

Only one modification can be made to a device at one time. Adding blaster weapons and a turbo-jet to your motorcycle is actually two separate modifications; one must be done before the other.

Modifications that alter abilities have a Tech rank equal to the new ability rank. Each ability may only be added one rank at a time. If a hero wants to increase the Body Armor rank of a battle suit from Good (10) to Remarkable (30), he must first modify it to Excellent (20), then make a second modification to Remarkable (30).

Modifications that give abilities or powers which the device did not already possess (such as Flight for a battle suit) have a Tech rank equal to the power rank of the added feature. Remember that powers not reproducible by modern technology have a minimum Tech rank of Monstrous (75).

The Resource FEAT, construction time, and Reason FEAT of a modification are all handled exactly as for any standard invention. Failure during modification stages may damage the original device as well, with individual results determined by the Judge. Modifications can be kit-bashed.

Damage

All devices have a material strength rank, which provides them the equivalent of Body Armor. For a vehicle, material strength equals its Body attribute. *When any device suffers damage greater than its material strength, it immediately ceases to function;* robots are an exception, as noted below. If it is a vehicle and is moving, it crashes. If the amount of damage inflicted is two times the item's material strength or greater, it is utterly destroyed, damaged beyond repair, kaput.

If the amount of damage caused is less than twice the device's material strength, it is damaged and does not work, but the item may still be repaired. Subtract its material strength from the damage done, and reduce its material strength by the remainder. For example, if a machine with Remarkable (30) material strength suffers an Incredible (40) attack, it ceases to function and now has a material strength of Excellent (20): 40-30 = 10; 30-10 = 20.

A device that has not been totally obliterated may suffer damage in addition to a loss of material strength. Roll a FEAT against the item's lowered material strength:

- *White:* All of the device's applicable ranks are reduced by −2 CS (except material strength, which has already been lowered).
- *Green:* All of the item's applicable ranks are reduced by −1 CS (excluding material strength).



- *Yellow:* One of the machine's applicable ranks is reduced by −1 CS (choose at random; excluding material strength).
- *Red:* None of the invention's applicable ranks is reduced (except material strength, of course).

If any of the device's applicable ranks are reduced to Shift 0, it is damaged beyond hope and cannot be repaired. The pieces may be salvaged for use in new inventions along similar lines.

Damage to Robots

Unlike other devices, robots and their kin (androids, cyborgs, synthezoids, etc.) have Health points and suffer damage just like other characters. Player character robots and artificial beings (and some non-player character robots, as determined by the Judge) are assumed to have self-repairing circuitry and other regenerative systems that allow them to heal damage like normal humans and humanoids. This is a standard rule, though some characters are exceptions; Misty Knight's bionic arm does not have any regenerative capabilities, and must be externally repaired whenever it is damaged.

As an addition to the rules, assume that characters with the robotics skill can use that talent to administer first aid to a robot. This halts the Endurance loss of "dying" robots, including those at Shift 0 Health. Robots receiving this aid regain one rank of Endurance immediately (if any were lost).

Long-Term Repairs

A repair center (usually part of the inventor's laboratory) is required to fix damaged machines, and can increase the healing rate of robots just as hospitals do for biological characters. The Tech rank of the repair center determines its Resource cost and its overall effectiveness. For example, a repair center of Good (10) Tech rank may be used to make repairs at up to Good (10) rank—an Excellent (20) or higher rank mechanism could not be fixed here.

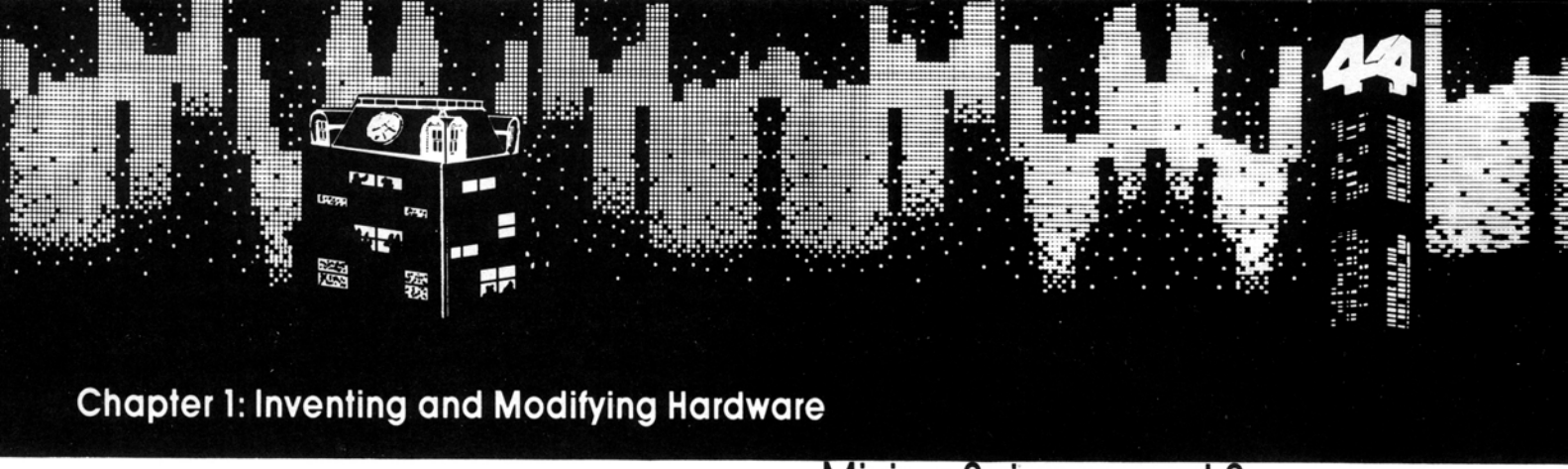
Damaged machines are those that have lost applicable ranks. If the Tech rank of the repair center is at least two ranks greater than the Tech rank of the device, full repairs are possible (assuming the controller successfully makes his Reason FEATs). Otherwise, a repair center can restore one rank at a time. A Green Reason FEAT is attempted for each rank, using the Reason of the repair person or the Tech rank of the center, whichever is less. Karma may be added to the roll of a PC or NPC repair person, not a repair center. The Reason FEAT is the same as for modifications, and must be attempted for each repaired rank. Time is measured in hours rather than days.

Repairs in the field may be made with a successful Reason FEAT against the Intensity of the original applicable rank. If a vehicle's Excellent (20) Speed has been reduced to Good (10), a character can make a temporary repair by succeeding at an Excellent (20) Intensity Reason FEAT roll. Repair time equals one turn per applicable rank number. The vehicle's Speed in the above example would take 20 turns to fix. Only one rank can be repaired per attempt—it is not possible to raise the vehicle's Speed from Typical (6) to Excellent (20) in one repair attempt.

Field repairs last for 1-10 hours before shaking loose again. As a result of the jury-rigging, more damage is caused to the machine—the applicable rank ends up at one rank lower than that before repairs were made. In the previous example, the vehicle's Speed after 1-10 hours would be reduced to Typical (6).

Reprogramming

The construction of computers and robot non-player characters follows the same rules as for constructing other types of devices. Such machines are assigned Reason abilities, but possess no creative thought or personality of their own (player character robots and other synthetic heroes are the exception). The artificial Reason ability reflects the amount of stored information the device has and the ease with which it can access it. Computers are only as smart as the information they receive and accessing information or reprogramming a computer or robot is simple if the proper passwords are known. Passwords allow the user to bypass any internal



security programs. The level of security of a computer or robot is the same as its Reason.

If the passwords are not known, taking information from or reprogramming a computer or robot requires the character to succeed at a Reason FEAT against the Intensity of the machine's Reason. The time required to perform the procedure is equal to the machine's Reason rank number in turns.

With the proper passwords, the device's Reason is considered to be at −4 CS for determining the Intensity of the required Reason FEAT. The time required to extract the information or reprogram the machine is also reduced by −4 CS. The amount of time needed to reprogram a computer or robot cannot be reduced to less than two rounds (Feeble (2) Reason).

As an example, Reed Richards has captured a Doombot that was attacking Four Freedoms Plaza. It has Excellent (20) Reason, and Reed wants to reprogram it to attack its master. Because he doesn't know the robot's various passwords, Mr. Fantastic must succeed at an Excellent (20) Intensity Reason FEAT. With his Amazing (50) Reason and talents in robotics and electronics, this is hardly a problem for Mister Fantastic. The process takes him 20 turns to complete, and then the robot is sent on its way—watch out Victor!

Using Another Inventor's Creations

To successfully use a device invented by someone else, the character must succeed at a Reason FEAT roll, using the item's Tech rank as the opposing Intensity. Failure indicates the character hit the wrong button, activated the wrong system, pointed it in the wrong direction, or caused some damage to the device. The Judge should vary results according to the situation.

A Reason FEAT need not be attempted each time the device is used. Once a character succeeds at the FEAT, it is assumed he or she has "got the hang of it," understands the basic function and workings of the device, and can use it without additional risk.

Mixing Science and Sorcery

Doctor Doom's Reason is high and his scientific resources are phenomenal, but his talents in sorcery can sometimes lend a hand in his inventions. When applied correctly, inventors skilled in mystic arts can use magic to help them pass the Resource and Reason FEAT rolls involved in hardware building, drastically reducing the total construction time of the item.

To combine magic with inventing, the character must first succeed at a Yellow FEAT roll against his magical ability power rank. If the roll is missed, the inventor's magical abilities cannot help him with that particular item.
If the roll is passed, construction time is shortened in relation to the inventor's magical power. Additionally, the device's Tech rank is considered to be lower when determining the Intensity of any Resource and Reason FEATs. Thus, through magic, it is possible for inventors to pass what would otherwise be impossible FEATs. How much the time and FEAT Intensity are reduced depends upon the inventor's magical ability power rank:

Magic Ability Rank	*Reduction of Intensity*	*Reduction of Time*
Feeble (2)	−1 CS	−25%
Poor (4)	−1 CS	−25%
Typical (6)	−1 CS	−25%
Good (10)	−2 CS	−25%
Excellent (20)	−2 CS	−50%
Remarkable (30)	−2 CS	−50%
Incredible (40)	−3 CS	−50%
Amazing (50)	−3 CS	−75%
Monstrous (75)	−3 CS	−75%
Unearthly (100)	−4 CS	−75%

For example, an inventor with Amazing magical ability could construct an Incredible (40) Tech rank item as if it were a Good (10) Tech rank (for Reason and Resource FEATs) and complete it in 10 days.

At Shift X (150) or greater magical ability, the character is such a powerful sorcerer that the thought of spending time to invent technological items is ridiculous. Such a character could probably create whatever he desired with no need of technology.



Chapter 2: Doom's Technology Catalogue

This chapter presents nearly all of Doctor Doom's devious machines, including his various robots and famous armor. All items are presented in alphabetical order, for easy reference. Each entry begins with a brief description of the invention, and details are further broken down as follows:

First Appearance: The title and issue number of the Marvel comic book in which the item initially appeared are listed for those fans interested in seeing the item in action. In these titles, the following abbreviations may be used: "GS" = GIANT SIZE; "Vol." = Volume (if a title has been used for more than one series run).

Statistics: For robots and other characters, the seven primary attributes (Fighting, Agility, etc.) and their power ranks are provided. Note that Karma use is allowed by androids and advanced robots, not common robots. Vehicles are described by Control, Speed, and Body (material strength).

Powers: The item's various powers are described in regard to power rank, range, damage, and any special rules.

Limitations: If the device has any special weaknesses or limitations, that information is presented here. For example, the machine might not be able to affect robots or cybernetic organisms.

Talents: Robots and certain specialized inventions may have talents just like player characters.

Role-Playing Notes: This gives the Judge information on how to role-play an NPC robot or other synthetic character; just because it might be artificially created doesn't mean it doesn't have any character.

Material Strength: The object's material strength is given as a rank number. Material strength often acts as Body Armor is used to determine when, and how severely, an item is damaged.

Tech Rank: Robots and other devices are given a Tech rank, which measures how complex the object is to invent or reproduce. All information on Tech rank is detailed in Chapter 1 of this book.

Availability: In general, this section provides information on how many known models of each item exist, how many Doctor Doom owns, and where he keeps them.

Categorical Listing

The names of some of the following inventions are uniquely cryptic, making it difficult to understand what a device does from its name alone. This can pose problems for Judges in the midst of game play. For example, Cindy is currently running a game session and needs to know what Doctor Doom might use to imprison a powerful foe. Flipping through the book and looking at all the entries that might possibly be a confinement device slows down play, and her game's pace and action starts to suffer.

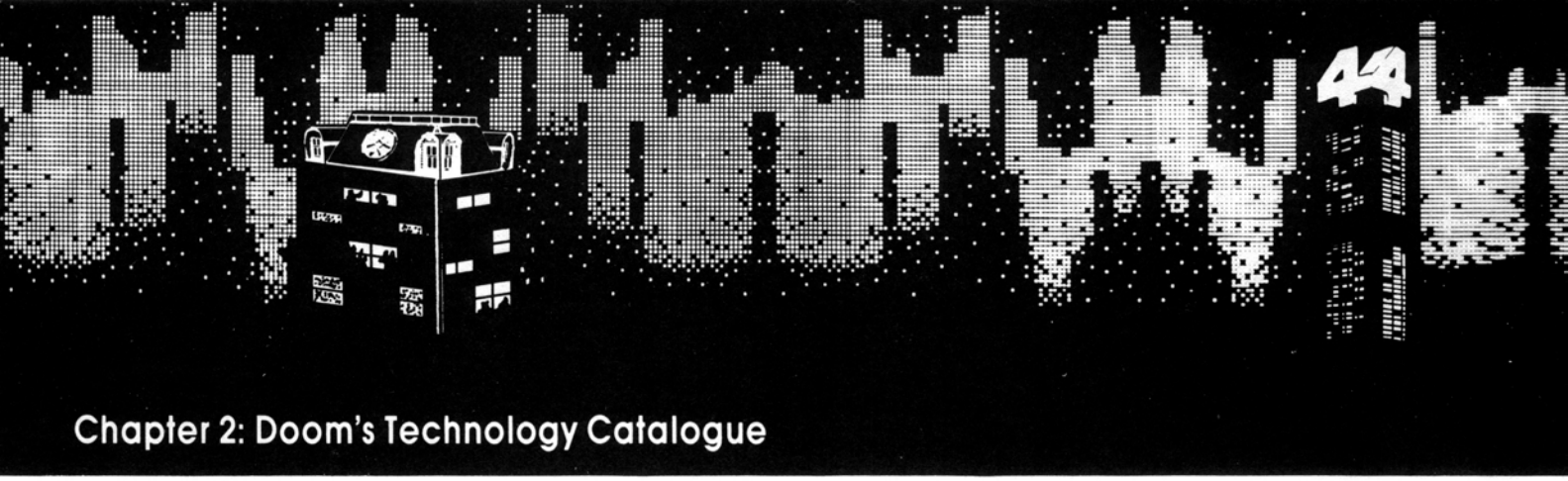
To make things easier, all of the gadgets herein are listed under the following general categories:

Confinements
Defenses
Robots and other NPCs
Vehicles
Weapons
Miscellaneous

When you need a vehicle, for instance, simply look down the list of vehicle names, pick one that sounds interesting, and look up its full description in the text. The main catalogue text contains all the items fully alphabetized, not separated by classifications.

One item of interest for those well versed in Doom's robots: many of his robots have been summarily deemed by outsiders as "Doombots" or "Guard robots" or other such generic terms. Within our comprehensive study and cataloguing of Dr. Doom's robots, we have used the terms that Doom himself gives the robot; some names were never given in their initial comic appearances, but their names were verified through Marvel Comics (and the Latverian Embassy). Any other name references to the contrary of what has been collected here goes contrary to the wishes of Doom—something we should all painstakingly wish to avoid.

Make good use of the secret and powerful technologies within these pages. The secrets of Doom have always been closely guarded until now.. . .



Chapter 2: Doom's Technology Catalogue

Confinements
- Aquarium Cage
- Electronic Shackle
- Force Cage
- Molecular Cage
- Neutro-Chamber
- Plasteel Sphere
- Power Dampener

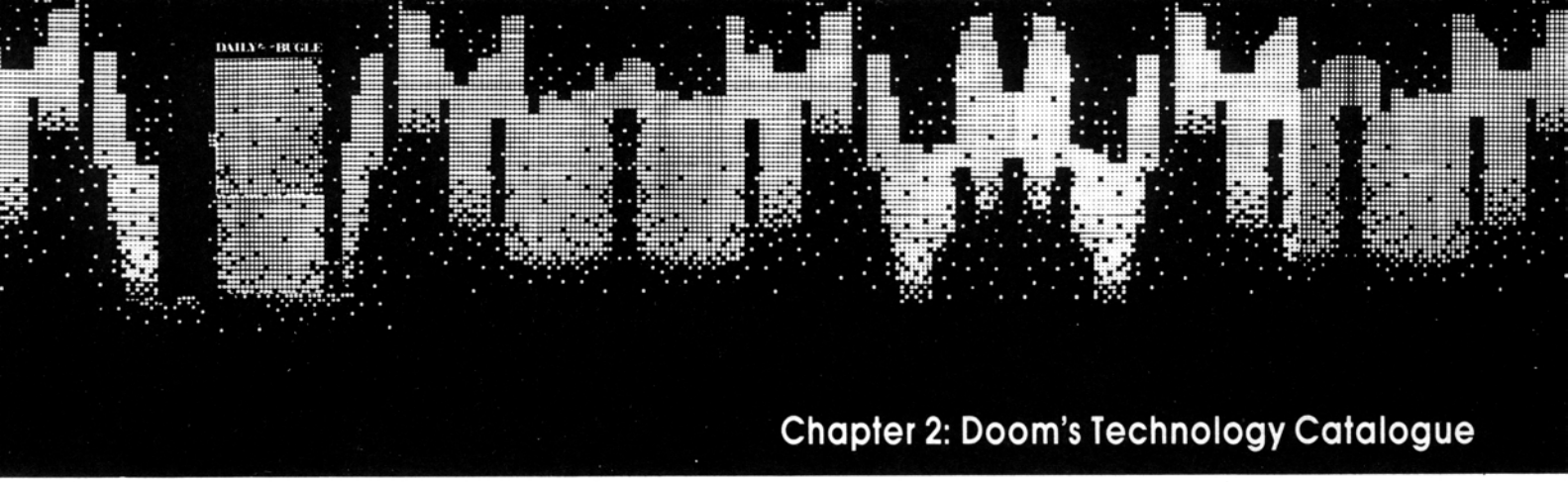
Defenses
- Armor, Doom's Original
- Armor, Doom's Promethium
- Inhibitor Ray
- Insulato-Shield
- Neuro-Space Field
- Plasti-Gun
- Power Sphere
- Psionic Refractor
- Tractor Beam
- Vibration Machine

Robots and other NPCs
- Doombot, Combat
- Doombot, Diplomatic
- Doom-Knight
- Doomsman I
- Doomsman II
- Doom Squad
- Guardian Robot
- Invincible Robot
- Latverian Soldiers
- Micro-Sentry
- Pacifier Robot
- Robotron
- Seeker
- Silent Stalker
- Swarmbots
- Time-Bot
- Warrior Robots

Vehicles
- Amphibious Skycraft
- Bubble Ship
- Excavator
- Floating Laboratory
- Gyroscopic Aircraft
- Saucer-Ship

Weapons
- Air Cannon
- Antimatter Extrapolator
- Concussion Ray
- Cosmic-Beam Gun
- Electro-Shock Pistol
- Energy Fist
- Fingertip Darts
- Freeze Grenade
- Hyper-Sound Piano
- Instant Hypnotism Impulser
- Intensified Molecule Projector
- Ionic Blade
- Metabolic Transmuter
- Mini-Missile Launcher
- Molecule Displacer
- Nerve Impulse Scrambler
- Omni-Missile
- Rainbow Missile
- Refrigeration Unit
- Ring Imperial
- Stasis Gun
- Stun-Shock
- Thermo-Lance
- Time-Shift Bomb
- Vertigo Beam
- Vibro-Bomb
- Vortex Machine

Miscellaneous
- Bio-Enhancer
- Body-Transferral Ray
- Enlarger Ray
- Grabber
- Grappler Ray
- Hawk Scanner
- Hologram Projector
- Hypno-Persuader
- Hypnopticon
- Idento-Disc and Robot
- Image Projector
- Memory Transference Machine
- Multi-Dimensional Transference Center
- Particle Projector
- Power Transference Machine
- Psycho-Prism
- Reducing Ray
- Sonic Drill
- Spider-Finder
- Spider-Wave Transmitter
- Time Displacer
- Time Machine
- XZ-12 Device



Alphabetical Listing

Air Cannon

This cumbersome weapon is a common sight atop the walls of Castle Doom. Three warrior robots are required to operate the huge gun. It is highly effective against aerial attackers, and was specifically designed to defeat the Human Torch, the cannon easily able to snuff the flame of the young hero.

First Appearance: FANTASTIC FOUR #87.

Powers:

Air Blast: Once per round, the cannon can fire a jet of intensified wind of Amazing (50) rank force. Check attack results on the Force Column of the Battle Effects Table. The weapon has a range of 10 areas. If the Human Torch (or a character with similar powers) is hit by the air jet, he must succeed at a Power FEAT or lose the ability to "flame on" for 1-10 turns in addition to any standard battle effects such as Stun or Slam.

Material Strength: Excellent (20).

Tech Rank: Amazing (50).

Availability: During times of trouble, at least one of these weapons is raised atop the outer wall of Castle Doom by means of a hydraulic lift. Placed on a mobile platform, the cannon can roll along the top of the wall to fire in any direction.

Amphibious Skycraft

This vessel looks much like a small, multi-finned rocket and is built for both aerial and submersible modes of travel. It is not equipped with weapons, the vehicle meant only for transportation. The skycraft has three cabins, the aft cabin containing the engines, the central cabin equipped with enough space to seat ten passengers, and the pilots' cabin up front.

First Appearance: SUPER-VILLAIN TEAM-UP #2.

Statistics:

Control:	EXCELLENT (20)
Air Speed:	Shift X (150)
Water Speed:	REMARKABLE (30)
Body:	EXCELLENT (20)

Powers:

Compartmentalization: The vessel is divided into three air-and watertight compartments—forward, midships, and aft. Each section has Excellent Body. Only when Body is reduced to 0 in each compartment does the ship begin to sink underwater; while in flight, ruptured sections depressurize and contents are sucked outside. For each section breached, control and speed are reduced by −1 CS.

Flight: Powered by a single rocket engine, the skycraft flies through the air at Shift X (150) air speed (50 areas per turn/750 miles per hour).

Remote Control: The skycraft can be programmed to move in a pre-set flight path. Its functions can also be controlled by a hand-held remote control device at up to Monstrous (75) range (approximately one mile) away from the vessel.

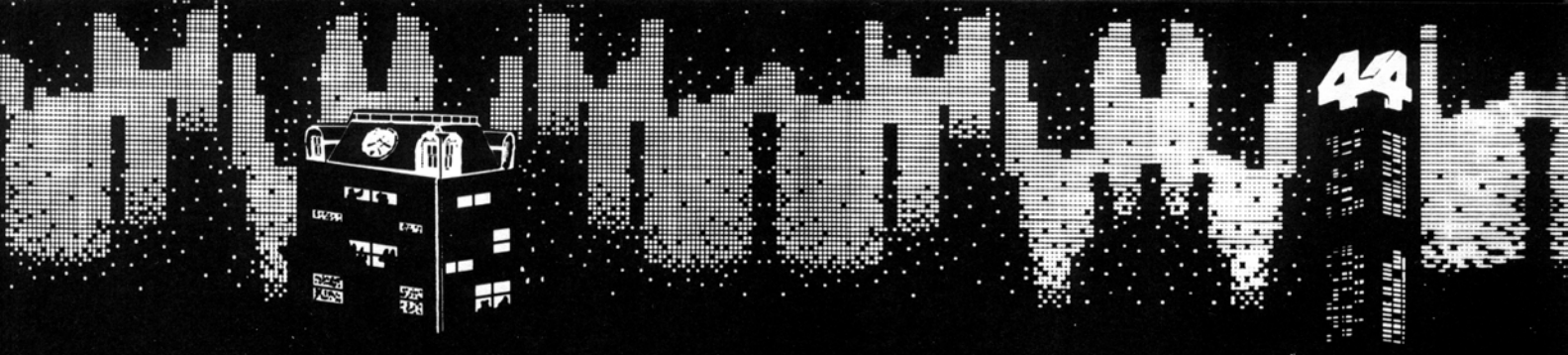
Submersible Capability: The craft can be "flown" underwater at Remarkable (30) speed (6 areas per turn/90 miles per hour).

Teleportation Device: The skycraft is equipped with a teleportation device which can be pre-set to return teleported individuals to the ship at a specified time. The teleporter has Amazing (50) range (up to 20 areas away), and it can teleport up to three individuals at the same time to the craft.

Material Strength: Excellent (20).

Tech Rank: Shift Y (200) (ship); Unearthly (100) (teleporter).

Availability: Doctor Doom owns the one working model of this ship, and it is kept in a hangar beneath the courtyard of Castle Doom, concealed by a sliding section of cobblestone pavement.



Antimatter Extrapolator

Developed sometime prior to Doom's second reclamation of Latveria's throne, this pistol looks much like the standard handgun Dr. Doom typically carries in his belt holster. However, it is far more deadly than any typical handgun and certainly one of the most powerful weapons in the Latverian monarch's arsenal. As Dr. Doom stated while recently battling the Thing, "An antimatter extrapolator, Grimm! It will put a dent even in your thick hide!"

First Appearance: FANTASTIC FOUR #350.

Powers:

Antimatter Blast: The weapon fires a tight beam of antimatter particles up to a range of 1 area. When solid matter and the antimatter beam meet, the result is an explosion, as a minute amount of physical matter is instantly transformed into energy. Resolve attacks on the Force Column. If the target is struck, he suffers Unearthly (100) force damage, as the meeting of his very atoms with the antimatter particles triggers an explosion; even though this is considered a force attack, the blast itself is considered an energy attack against a target's Body Armor. In addition, the force of the explosion can cause Slams or Stuns (Yellow or Red results, respectively) like a blunt attack.

This weapon can also affect individual items of inorganic matter, such as doors, walls, and so forth. The pistol can be fired once per round, and has enough ammunition charges for 10 shots.

Material Strength: Excellent (20).

Tech Rank: Shift Y (200).

Availability: Although the original was destroyed by the Thing, it is likely that Doctor Doom has at least one other functional antimatter extrapolator (or at least the blueprints for its construction) at his disposal.

Aquarium Cage

This bizarre prison was designed especially for the Human Torch. It consists of a large glass and steel tank, a steel reservoir and pump filled with inert fluid connected to the tank, and a separate control panel. When a captive is place inside and buttons on the panel pressed, fluid spews from the canister and floods the tank, neutralizing any fire-using heroes (or villains).

First Appearance: FANTASTIC FOUR #288.

Powers:

Inert Fluid: The free-oxygen concentrated liquid in the tank can be breathed like air. However, its fluid properties inhibit open flames or other forms of external combustion. Thus, it does not allow the Human Torch to "flame on."

Physically breaking out of the bullet-proof glass walls of the aquarium requires a successful Excellent (20) Intensity Strength FEAT. The control panel can be used to drain the tank of fluid and open the door.

Material Strength: Excellent (20) (glass walls); Good (10) (control panel).

Tech Rank: Remarkable (30) (tank and control panel); Monstrous (75) (inert fluid).

Armor, Dr. Doom's Original

Doctor Doom's iron-clad face is instantly recognizable to most of the world's population, a fact attributable to his famous high tech, nuclear powered, computer assisted battle suit. Doom's first (and truly "original") set of armor was magically forged at a hidden monastery in the high mountains of Tibet; since then, his dark plated armor has been enhanced and repaired by normal technological means. Although a skilled practitioner of the mystic arts, Victor Von Doom more often relies upon his armor for most of his powers.

First Appearance: FANTASTIC FOUR #5 (1st recorded appearance); FANTASTIC FOUR ANNUAL #2 (1st chronological appearance).

Powers: The following powers are standard features of the armor—Doom always has these abilities in his armor without exception.

Body Armor: The armor is fashioned of a high-strength titanium-alloy of Incredible (40) material strength. It provides Doom with Incredible (40) protection versus physical and energy attacks.

Communicator: Built into the right wrist of his armor is a video communicator which can put him in visual contact with technicians at any of his strongholds. The device has a Class 3000 transmitting and receiving range of 10,000 miles. For purposes of building the communicator in the game, its Tech rank is considered Unearthly (100).

Electrical Field: To deal with those insignificant fools who would dare to touch Doom, his armor is built to generate an Unearthly (100) Intensity electric shock on command. The shock is so powerful that all characters in the same area as Doom, but not in direct contact with him, suffer an Incredible (40) jolt of energy damage as well. In addition to damage, victims must succeed at either an Unearthly (100) or an Incredible (40) Intensity Endurance FEAT or fall unconscious for 1-10 rounds.

Flight: The armor is equipped with twin jetpacks mounted at the waist, enabling the armored monarch to fly at an Excellent (20) air speed (10 areas per turn). Some older suits of armor contain a back-mounted single jetpack which operates at the same speeds.

Force Bolts: Doom can fire bolts of concussive force from the gauntlets and faceplate of his armor, inflicting up to Monstrous (75) force damage. The effective range of these force blasts is 10 areas, though their maximum range is 40 areas (−1 CS for every 10 areas beyond effective range). Check attack results on the Force Column of the Battle Effects Table. Note that Doom's mask only generates force blasts when it is not being worn.

Force Field: Doom's best defense is the Monstrous (75) force field generated by his armor. With a maximum radius of eight feet, the force field surrounds Doom (and possibly others) and protects him from both physical and energy attacks. However, Doom cannot attack without lowering this force field.





Infrared Scanners: This feature of the helmet allows the wearer to detect heat sources at Remarkable (30) rank range and effectiveness, enabling him to see invisible persons of Remarkable or lower rank power.

Life Support: Equipped with internal stores and recycling systems for air, food, water, and energy, Doom's armor is self-supporting, allowing it and him to survive lengthy periods of exposure (several weeks) underwater or in outer space at Incredible (40) rank.

Optical Scanner: This Monstrous (75) rank function allows the helmet's eyepieces to be used as high-powered telescopes. The wearer can clearly focus on distant targets up to a range of 40 areas, but does not allow bonuses for targetting purposes.

Parabolic Ear Amplifiers: These mechanisms are fitted inside the helmet, and allow Doom to detect extremely faint sounds (a whisper across a crowded room, for example) and unusual frequencies within the audible range for humans. The amplifiers function at Remarkable (30) rank range (8 areas).

Remote Control: The armor automatically responds to Doom's movements and conscious mental commands. If he is separated from the armor or unable to physically control it, it can respond to either preprogrammed instructions or his remote control at Monstrous (75) rank ability and range (40 areas). The armor, whether Doom occupies it or not, can only be deactivated by attacks of Amazing (50) rank or greater (Shift X (150) attacks if the Force Field is activated).

Thermo-Energizer: This feature of the armor allows it to absorb and store solar and heat energy of up to Amazing (50) Intensity, and use that energy to power the armor's other systems. This system can only be used while the Force Field is deactivated, and can only store and use 50 points of energy per round.

Optional Powers: The following powers are additional weapons and weapon systems which Doom does not normally carry, but which can be added to his armor whenever it is needed. Generally, if Doctor Doom believes that an item might be useful for an upcoming "engagement" (and he is usually correct), he has the appropriate additional systems fitted into his armor. In any event, it is unlikely that Doom's ego would allow him to use more than one or two of these "add-ons" for any given task. "What need have I of such trinkets? The mind of Von Doom is the most lethal weapon of all!"

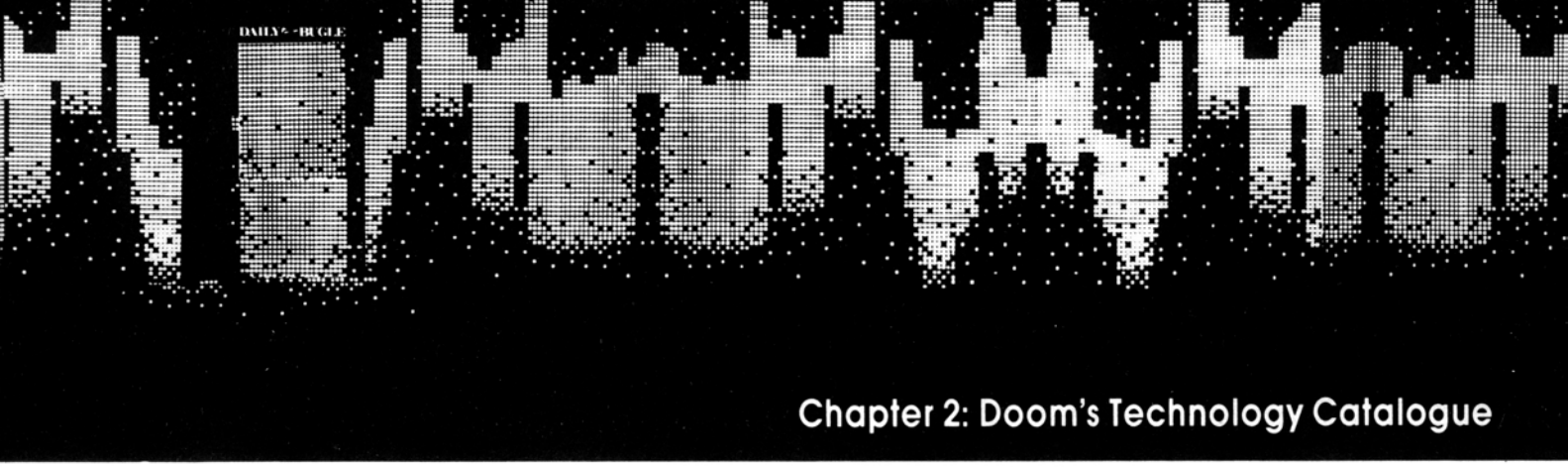
For specific details about the following equipment, see their individual listings in this section of the book:

Energy Fist
Fingertip Darts
Image Projector
Inhibitor Ray
Instant Hypnotism Impulser
Intensified Molecule Projector
Ionic Blade
Mini-Missile Launcher
Nerve Impulse Scrambler
Neuro-Space Field
Refrigeration Unit
Sonic Drill
Stun-Shocker

Material Strength: Incredible (40).

Tech Rank: Class 5000. Not only is the armor highly advanced in terms of modern technology, but the construction of it is one of the best kept secrets in the world. Duplicating Doom's armor (by anyone but himself) is virtually impossible by any single inventor; the only denizens of the MARVEL UNIVERSE™ who might possibly duplicate the armor would be Reed Richards (once he gained a Talent for Occult Lore) working in tandem with Dr. Stephen Strange (after he learned Engineering).

Availability: Doctor Doom is seldom (if ever) seen without his armor. Spare parts and prototype armor can be found in his personal workshops within his castles. It is unlikely that he keeps fully functional spare suits available. None of his underlings know more than the basics of his armor's power systems and a scarce few know how to repair isolated weapon systems—only Doom knows *all* the secrets of his armor, and he intends to keep it that way!



Armor, Doom's Promethium

Despite Doom's formidable power, he is always in search of greater might—and he found it in a mystical metal known as Promethium. Used years ago in his experiments to create Darkoth, Doom recently found that the metal is also an inexhaustible source of energy. Unfortunately, it is only found in a dimension called Otherplace, formerly known as Belasco's and Magik's Limbo.

As Doctor Doom experienced firsthand, "he who wields the Soulsword is ensconced in promethium armor." The armor conjured by the Soulsword is shaped by the wielder; the armor had been worn by both Magik and Shadowcat (of New Mutants and Excalibur fame). Aside from looking like lustrous steel, Doctor Doom's promethium armor looked similar to his normal armor.

First Appearance: FANTASTIC FOUR #350 (1st recorded appearance); EXCALIBUR #39 (1st chronological appearance).

Powers: Doom's promethium armor granted him all of the abilities associated with his normal armor due to a mystical merging of the two types of armor. Additionally, Doom (as well as anyone else who wears the armor) gains the following powers:

Body Armor: Promethium armor grants Amazing (50) protection versus physical and energy attacks.

Enhanced Abilities: The armor raises the wearer's physical attributes (Fighting, Agility, Strength and Endurance) by +2 CS to a maximum rank of Unearthly (100). The character's Health is also increased while the armor is worn.

Material Strength: Amazing (50).

Tech Rank: Promethium armor is a mystical effect of the Soulsword, and cannot be reproduced by technology.

Availability: Only the wielder of the Soulsword can wear the armor; Doom temporarily maintained his promethium armor in our reality due to time variances between Otherplace and Earth but lost this armor to the sword's current wielder, Darkoth.

Bio-Enhancer

Doom's bio-enhancer is a healing device, one of his few pieces of technology not geared toward world domination and destruction. It consists of a table surrounded by computer consoles. Energy is showered upon the subject and the table, artificially stimulating a body's natural healing processes to its ultimate extent. Simply put, this machine boosts metabolic rates and cell reproduction to effect faster healing.

First Appearance: FANTASTIC FOUR VS. X-MEN #3.

Powers:

Healing/Regeneration: The bio-enhancer restores lost Health and Endurance ranks to injured characters at an Amazing (50) rank. While exposed to the bio-enhancer, up to 50 Health points and one Endurance rank can be restored to a character in a single day. The machine heals virtually all types of damage (blunt, edged, shooting, energy, etc.), except damage from diseases or poisons.

Material Strength: Good (10).

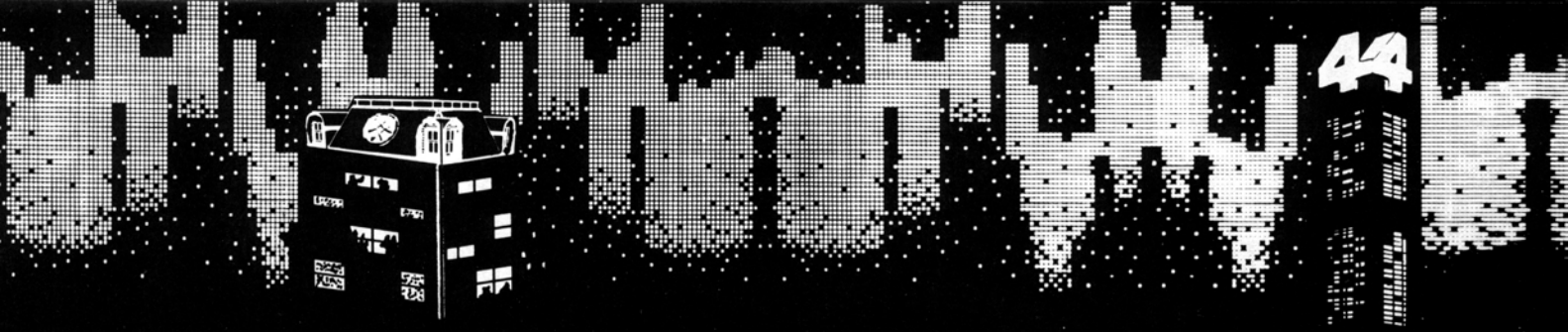
Tech Rank: Unearthly (100).

Availability: The only known model of Doom's bio-enhancer is located within Castle Doom.

Body-Transferral Ray

Doctor Doom built this machine to switch bodies with Daredevil, allowing him to attack the Fantastic Four by surprise in a friend's body. Subjects of the device stand within glass cylinders that are connected to computers and other machinery. Spiraling waves of energy surround the subjects, and they each suddenly find that their minds have switched bodies.

First Appearance: DAREDEVIL #37.



Powers:
Body Transferral: Subjects of this device switch their minds and memories to the opposing body along with mental abilities, talents, and mental powers. Physical powers and abilities are not transferred, nor are Popularity, Resources, or Contacts—these remain the same for each body.

If either subject does not want the process to occur, he can resist transferral by succeeding at a Remarkable (30) Intensity Psyche FEAT roll. Of course, transfer can be attempted each round as long as both subjects remain in the glass cylinders. Once the transferral is complete, it is permanent. However, the machine can be used to reverse the effect.

Material Strength: Excellent (20) (cylinders), Typical (6) (machinery).

Tech Rank: Monstrous (75).

Availability: Doctor Doom built one of these machines within the Latverian Embassy in New York City. It was destroyed, however, by Daredevil. It is unknown whether any working models or blueprints still exist.

Bubble Ship

The hull of this spherical vessel is made of semi-transparent plasteel. It measures 10′ in diameter. The only feature on its round, smooth surface is the royal seal of Latveria.

Through Doom's genius, the bubble ship travels extremely fast under the sea. As the Sub-Mariner marvelled, "Doom's craft turns the tremendous pressure of the very water about it to a propellant force! Travelling far swifter than any Atlantean or surface vessel!"

First Appearance: SUPER-VILLAIN TEAM-UP #13.

Statistics:

Control:	EXCELLENT (20)
Water Speed:	AMAZING (50)
Body:	INCREDIBLE (40)

Powers:
Submersible: The bubble ship can travel underwater at Amazing (50) speed (8 areas per turn).

Material Strength: Incredible (40).

Tech Rank: Unearthly (100).

Availability: Doctor Doom owns one bubble ship, which is kept in dry dock far beneath Castle Doom.

Concussion Ray

This device consists of a small hand-held device containing complex computer circuitry. When activated, the concussion ray renders all unshielded targets within its area of effect unconscious by means of a painful, invisible force blast.

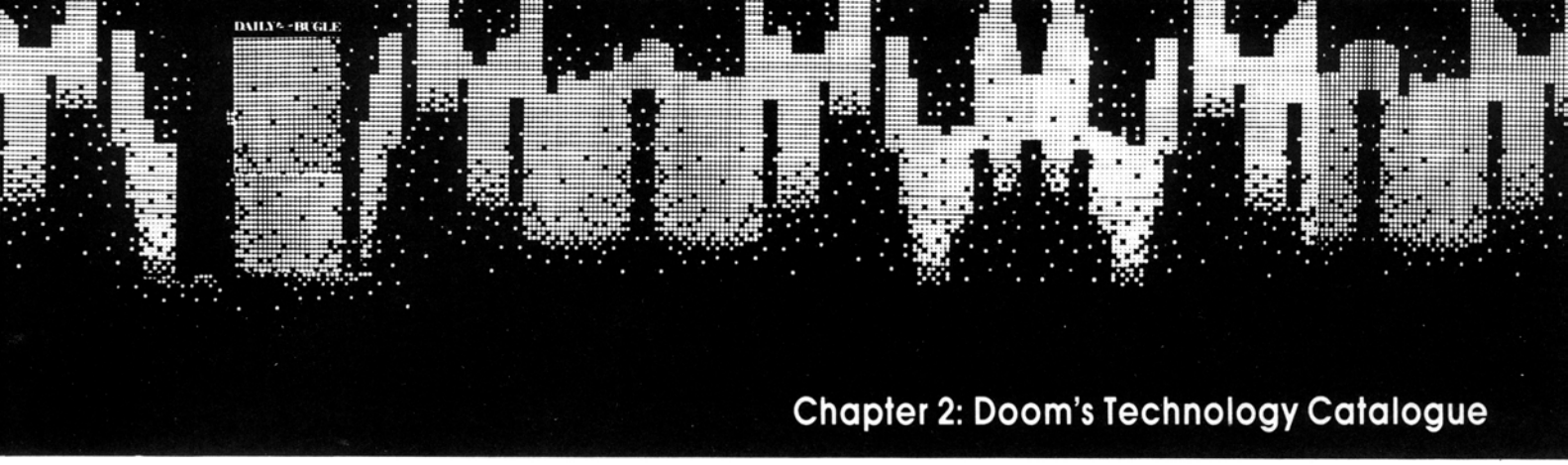
First Appearance: FANTASTIC FOUR #288.

Powers:
Concussion Ray: All characters within the same area as the concussion ray must attempt an Incredible (40) Intensity Endurance FEAT roll; the wielder of the ray is shielded from harm by the device. Those who fail fall unconscious for 1-10 rounds. Those who succeed may act, but all FEATs are at −3 CS due to intense pain. The pain persists until the device is shut off. This ray can operate for 10 rounds of continuous use.

Material Strength: Excellent (20).

Tech Rank: Unearthly (100).

Availability: Doctor Doom has one working model of this weapon within his hidden laboratory beneath the Latverian Embassy in New York City.



Cosmic-Beam Gun

This futuristic handgun fires a small beam of cosmic radiation. Invented by Doctor Doom to be used against the Thing, the cosmic energy changes the Thing into his human form as Ben Grimm, who gained his powers as a result of exposure to cosmic rays.

First Appearance: FANTASTIC FOUR #23.

Powers:

Cosmic Blast: The weapon emits a thin beam of Remarkable (30) Intensity cosmic energy up to a range of 8 areas. In addition to causing Remarkable (30) energy damage, the ray has a specialized effect on the Thing. It causes him to revert to his human form for 1-10 turns if he fails a Remarkable (30) Intensity Endurance FEAT roll.

Although the other members of the Fantastic Four also received their powers from cosmic rays, this gun does not remove their powers as it does with the Thing. If another Fantastic Four member is hit with the cosmic blast, his or her powers are merely reduced by −2 CS for 1-10 turns (if the character fails a Remarkable (30) Intensity Endurance FEAT).

Material Strength: Good (10).

Tech Rank: Unearthly (100).

Availability: This weapon was built by Doom when he first began battling the Fantastic Four. At that time, the Thing was less powerful than he is today. If Doom were planning to use this weapon, he would need to increase its power (minimum rank of Amazing (50)) to counter the current enhanced abilities of the Thing.

Doombot

Doombots are exact mechanical replicas of the real Doctor Doom. They look like him, talk like him, and even act like him. Individually, Doombots have an advanced artificial intelligence program that causes them to believe themselves to really be Doctor Doom, and act as Doom unless in the presence of the real Von Doom or other Doombots. These imitation Dooms have been created to impersonate Doctor Doom when he either cannot be present or is unwilling to risk his own life (such as when confronting powerful foes).

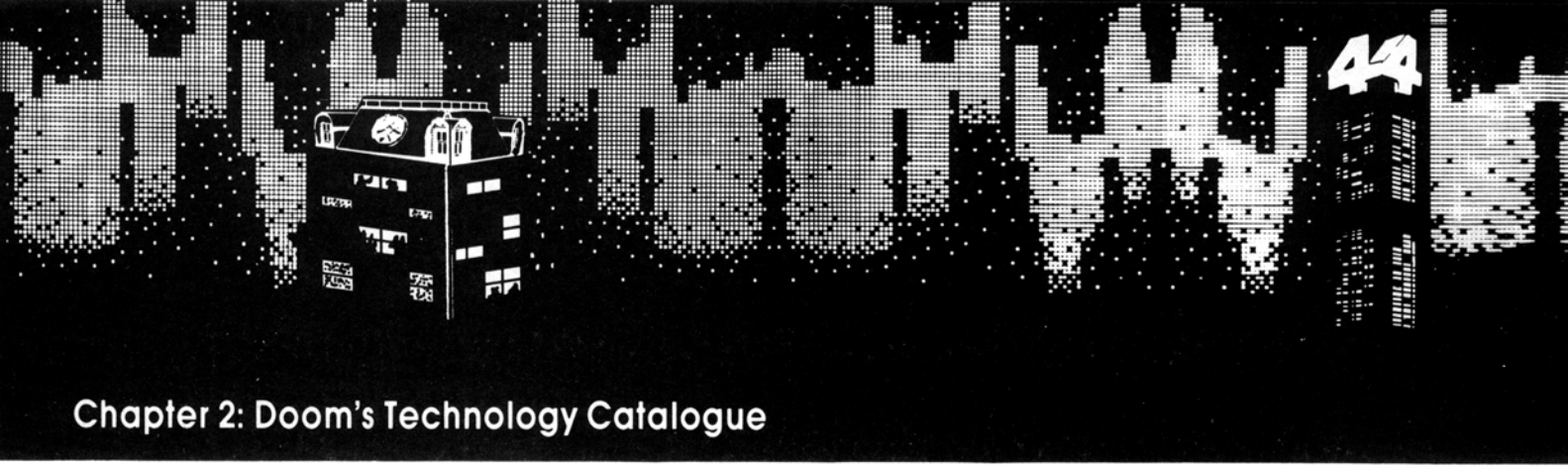
There are two specific models of Doombots actively used by Victor Von Doom for various purposes: combat and diplomatic Doombots. Both models have the same essential intelligence programs and operating systems, but they have their differences within secondary systems.

Limitations: In order to prevent his duplicates from harming or out-performing him, Doctor Doom installs each Doombot with a dampener program that reduces all of its power ranks by −2 CS when activated. This program is triggered whenever a Doombot enters the Master's presence or the presence of other Doombots.

As further protection against his creations, Doom can cause any Doombot to self-destruct when it is in danger of capture, defeat, or simply becomes unimportant to him; this can be preprogrammed or activated by remote control. An exploding Doombot inflicts Incredible (40) energy damage to everyone in the same area as itself.

Talents: Doombots can operate all of Doctor Doom's inventions and exhibit Leadership to Latverians.

Role-Playing Notes: When impersonating their master, Doombots act so much like Victor Von Doom that technological equipment and some surface mental scans cannot tell the difference. When two or more Doombots meet, or when they confront the real Doom, their dampener programs activate, and they begin speaking in the monotone voices of intelligent robots: Doctor Doom's personality is replaced by emotionless programming.



Combat Doombot

When Doctor Doom is out to defeat an enemy, he often sends a combat Doombot. They act so much like the real Doom, it is often impossible for a hero to determine if he is battling the real thing or merely a robot duplicate. Combat Doombots are more heavily laden with weaponry and sometimes carry an additional weapon system in addition to the standard armor's capabilities (see "Armor, Doom's Original" for details).

First Appearance: Unknown—any or nearly all of Doom's appearances could be attributed to a Doombot. The first substantiated appearance of a Doombot (an appearance stated or proven to be a robot) was in FANTASTIC FOUR #5.

Statistics:

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	INCREDIBLE (40)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	EXCELLENT (20)
Health:	120
Karma:	60

Powers: All combat Doombots have the following powers as standard equipment. They may also be fitted with any of the "add-on" features listed under the description of Doctor Doom's original armor.

Body Armor: Combat Doombots are constructed of Incredible (40) strength materials, and thus have Incredible (40) body armor.

Electricity: Each combat Doombot is wired to generate an Unearthly (100) Intensity electric shock on command, a very effective tactic against grappling opponents. The shock is so powerful that characters in the same area as the robot, but not in direct contact with it, suffer an Incredible (40) jolt as well. In addition to damage, victims must succeed at an Unearthly (100) or Incredible (40) Intensity Endurance FEAT or fall unconscious for 1-10 rounds.

Flight: Doombots have jet-packs, enabling them to fly at Excellent (20) airspeed (10 areas per turn).

Force Bolts: Combat Doombots can fire force bolts from their gauntlets, inflicting up to Amazing (50) damage.

Force Field: Each robot can generate a Monstrous (75) rank force field. With a maximum radius of eight feet, the force field surrounds the Doombot and possibly others. A Doombot cannot attack without first lowering its force field.

Infrared Scanner: This feature allows Doombots to detect heat sources at Remarkable (30) rank, enabling them to see invisible persons.

Parabolic Ear-Amplifiers: These enable Doombots to detect unusual frequencies and extremely faint sounds (a whisper across a crowded room, for example). The amplifiers function at Remarkable (30) rank and range (8 areas).

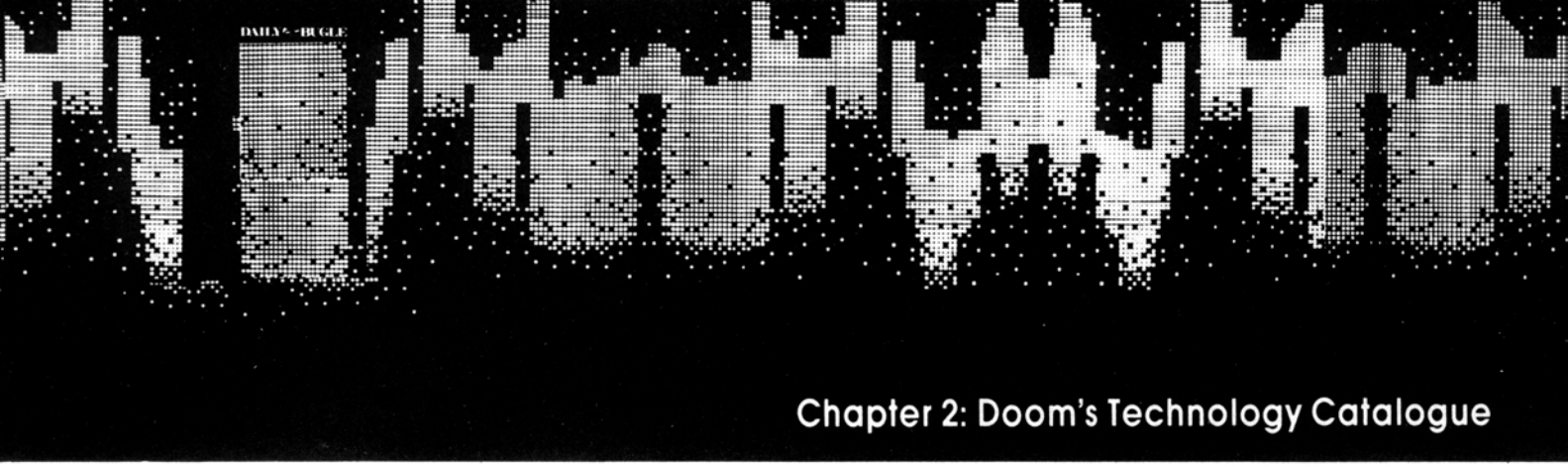
Robotic Form: Doombots are immune to mental, emotional, or illusory powers. They can be harmed by powers that affect machinery, however.

Self-Assembly: Inside the head of each combat Doombot are tiny mechanical arms and tools which enable the robot's head to completely assemble the rest of its body. This feature is used to infiltrate enemy strongholds—the pieces are sent in separately through a small opening (like a ventilation shaft), then the head puts them all together in a matter of minutes (Assembly program of Excellent Reason).

Material Strength: Incredible (40).

Tech Rank: Shift Y (200).

Availability: Though exact numbers are currently unknown and impossible to calculate, it is safe to assume that Doctor Doom has, at any given time, a small army of 50 combat Doombots built and ready to be activated by a signal.



Diplomatic Doombot

When Doctor Doom plans to negotiate with others, rather than do battle, he often sends a diplomatic Doombot. They act as the real Doom, and it is often impossible for a character to detect the robot's presence. These Doombots benefit a more detailed intelligence program than the combat units, allowing more detailed talents and easier adjustment to random happenings.

First Appearance: Unknown—any or nearly all of Doom's appearances could be attributed to a Doombot. The first substantiated appearance of a Doombot (an appearance stated or proven to be a robot) was in FANTASTIC FOUR #5.

Statistics:

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	EXCELLENT (20)
Endurance:	EXCELLENT (20)
Reason:	EXCELLENT (20)
Intuition:	REMARKABLE (30)
Psyche:	REMARKABLE (30)
Health:	80
Karma:	80

Powers: All diplomatic Doombots have the following powers as standard equipment. They may also be fitted with any of the "add-on" features listed under the description of Doctor Doom's original armor.

Body Armor: Diplomatic Doombots are made of Remarkable strength material and only have Remarkable (30) body armor.

Flight: Doombots have twin jet-packs, enabling them to fly at Excellent (20) air speed (10 areas per turn).

Force Bolts: Diplomatic Doombots can fire Remarkable (30) rank force bolts from their gauntlets and chest plates. Range is limited to 8 areas.

Robotic Form: Doombots are immune to mental, emotional, or illusory powers. They can be harmed by powers that affect machinery.

Material Strength: Remarkable (30).

Tech Rank: Shift X (150).

Availability: Total numbers are currently unknown, but it is safe to assume Doctor Doom has at least 10 diplomatic Doombots under his command at all times.

Doom-Knight

These robotic guards stand a silent vigil atop the uppermost parapets of Castle Doom. Wearing gray plate mail and holding gray spears, Doom-Knights appear to be statues. In reality, they are high-tech warriors.

First Appearance: FANTASTIC FOUR VS. X-MEN #3.

Statistics:

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	90
Karma:	N/A

Powers:

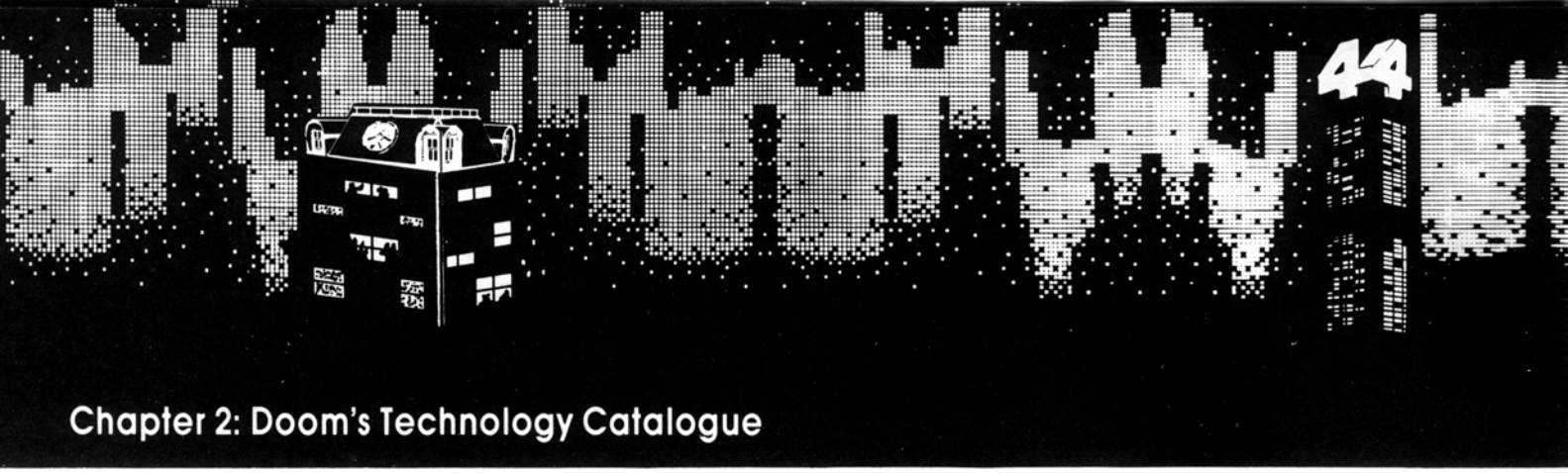
Body Armor: Doom-Knights are made of Excellent (20) strength materials, and have Excellent (20) protection against physical and energy attacks.

Computer Link: The robots are in direct communication with Castle Doom's various security systems and the Latverian border systems. When an alarm is raised, Doom-Knights may be ordered to respond, depending upon the situation. Range of the link is 5 miles.

Force Spear: Each Doom-Knight carries a spear capable of discharging a Remarkable (30) Intensity force blast up to a range of 8 areas.

Glider-wings: Folded behind its back, each Doom-Knight is equipped with a pair of wings which allow it to glide at Typical (6) airspeed (6 areas per turn).

Robotic Form: Doom-Knights are unaffected by mental or emotional attacks or illusions. They can be harmed by powers that affect machinery.



Talents: None.

Role-Playing Notes: The Doom-Knights are quiet sentinels without discernible personalities of their own. Unless activated, they stand as still as statues. Their only motivation is to obey their programming, which is to guard Castle Doom against intruders.

Material Strength: Excellent (20).

Tech Rank: Monstrous (75).

Availability: Doctor Doom has a standard force of ten Doom-Knights, which stand upon the upper ramparts of his castle.

Doomsman I

This android has blue skin, but otherwise looks like a muscular, bald, human male. Doctor Doom created it as the first of an android army, but he soon found that the Doomsman had a mind of his own.

First Appearance: SUPER-VILLAIN TEAM-UP GS #2

Statistics:

Fighting:	REMARKABLE (30)
Agility:	REMARKABLE (30)
Strength:	AMAZING (50)
Endurance:	MONSTROUS (75)
Reason:	EXCELLENT (20)
Intuition:	REMARKABLE (30)
Psyche:	EXCELLENT (20)
Health:	185
Karma:	70
Resources:	0
Popularity:	0

Powers:

Body Armor: The android's blue skin provides Incredible (40) protection from physical and energy attacks.

Dimensional Travel: The Doomsman I can travel the dimensions at Remarkable (30) rank.

Invisibility: With this Excellent (20) rank power, the android can make himself invisible to normal sight.

Resistance to Electricity: The Doomsman has Amazing (50) protection from electrical attacks.

Android (Robotic) Form: The Doomsman I cannot be affected by mental, emotional or illusory attacks. It can be harmed by powers that affect machinery.

Limitation: Because the Doomsman I has the same brain wave patterns as Doctor Doom, Doom can take control of the android by a process called "mind fusion." To be successful, Doom must succeed at a Yellow Psyche FEAT roll, and must be within 20 areas of the android. Mind fusion lasts for as long as Doom devotes concentration to it, and remains within 20 areas of the Doomsman.

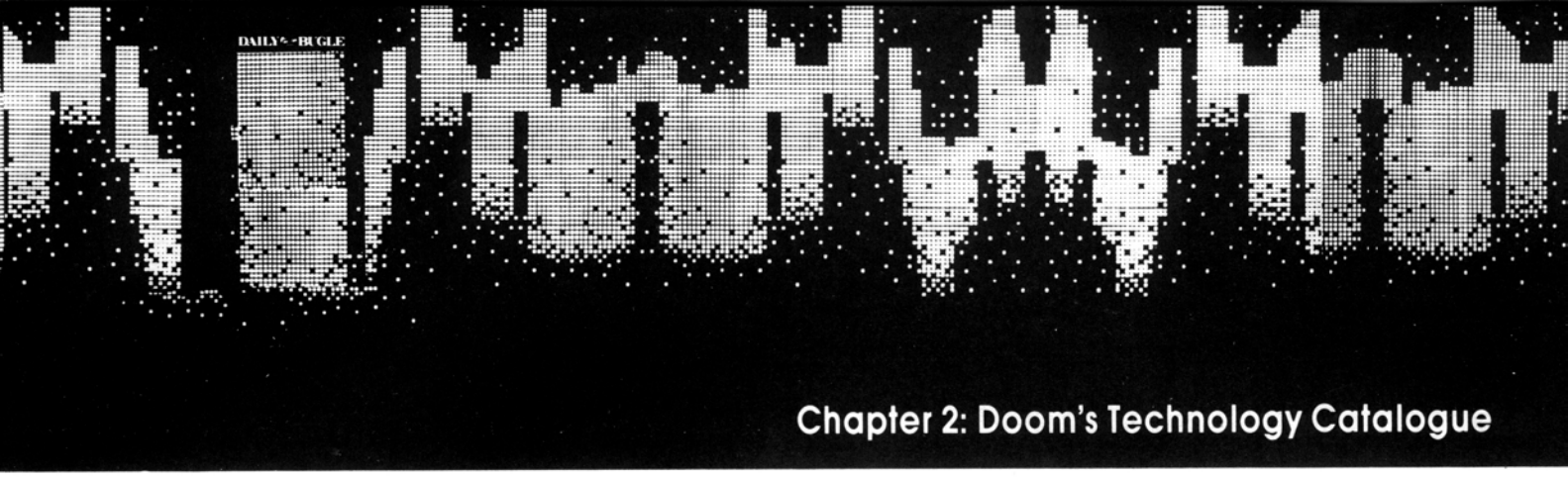
Talents: Leadership (to other androids).

Role-Playing Notes: The Doomsman I developed a will of its own, and quickly refused to obey Doctor Doom. It recognizes Doom as the only person who threatens its freedom, and is determined to kill its former master. Unlike the copying of Wonder Man's brain patterns wholesale into the Vision, Doom only patterned the Doomsman's electronic brain after his for purposes of control, not intelligence or personality.

Material Strength: Incredible (40).

Tech Rank: Class 1000.

Availability: Doctor Doom built several Doomsman I androids, but he only activated one of them when he realized it could not be controlled. It was banished to an alternate dimension by Doom, but it later developed a means to escape and returned, seeking revenge. It took the name Andro, Lord of Androids, and turned Doom's other androids against him. In the end, Doomsman I escaped by using his dimensional powers, and is presumably still plotting revenge. The status of the other models is unknown.



Doomsman II

The Doomsman II was created by Doom to be the ultimate killing machine. It looks like a golden-skinned giant standing nearly 14′ tall. The android was powered by the Power Cosmic, which Doom stole from the Silver Surfer.

First Appearance: FANTASTIC FOUR #157.

Statistics:

Fighting:	INCREDIBLE (40)
Agility:	EXCELLENT (20)
Strength:	Shift X (150)
Endurance:	UNEARTHLY (100)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	EXCELLENT (20)
Health:	310
Karma:	40

Powers:

Body Armor: The Doomsman II's golden skin affords him Monstrous (75) protection from both physical and energy attacks.

Growth: Standing nearly 14′ tall, the android has a permanent Good (10) rank growth power. As a result of his great size, he is +1 CS to be hit.

Power Cosmic: The Doomsman II received its power from energy stolen from the Silver Surfer. Consequently, the android can channel and manipulate vast amounts of cosmic energy. His range with this power is line-of-sight, and he has used the Power Cosmic in the following ways:

- *Power blasts* from his eyes of Unearthly (100) energy or force (effect stated before rolls).
- *Enhancement* of any single ability score to Unearthly (100) for 1-10 turns.
- *Survival* with no need of food, water, or air.
- *Energy detection* of any type with Unearthly (100) ability (range covering the entire planet).

Robotic Form: The Doomsman II cannot be affected by mental or emotional attacks or illusions. It can, however, be harmed by powers that affect machinery.

Talents: None revealed.

Role-Playing Notes: The Doomsman II has no will of its own, but obeys the orders of its master—Doctor Doom. In combat, the android delights in its power, and has no inhibitions about killing.

Material Strength: Monstrous (75).

Tech Rank: Class 3000 (android); Unearthly (100) (device to instill it with the Power Cosmic).

Availability: Doctor Doom built one Doomsman II android that was defeated by the Fantastic Four and the Silver Surfer. Apparently, the android's cosmic energy dissipated, and Doom has never reanimated it. The dormant Doomsman II lies in the lower levels of Castle Doom, waiting to be revived to do its Master's bidding once again.

Doom Squad

The Doom Squad consisted of four of Doctor Doom's best human soldiers. They were fitted with powerful battle suits designed to defeat the Fantastic Four. Ironically, the suits were never tested against the quartet, but the squad was defeated when the X-Men invaded Doom's castle in the Adirondack Mountains of upper-state New York.

First Appearance: UNCANNY X-MEN #145.

Statistics:

Fighting:	EXCELLENT (20)
Agility:	INCREDIBLE (40)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	TYPICAL (6)
Health:	120
Karma:	18
Resources:	GOOD (10)
Popularity:	0/5 in Latveria

Powers: The ability scores listed above represent the four soldiers' enhanced stats while wearing their battle suits. Powers below are in each suit of armor.

Asbestos Net: Each Doom Squad soldier can shoot a net from his chest plate up to 1 area away. Treat this as a Remarkable ensnarement attack on the Grappling column. The net has Remarkable (30) material strength. Against fire attacks, it is considered to have Amazing (50) material strength.

Body Armor: The suits grant the wearers Remarkable (30) protection from energy and physical attacks.

Flight: From jets in their boots, the Doom Squad can fly at Good (10) air speed (8 areas per round).

Force Bolts: Each arm of the battle suit ends in a steel ball. An Amazing (50) Intensity force blast can be fired from each ball up to a range of 20 areas.

Grapple-Lines: Six small holes lining the chest plate of each battle suit enable the wearer to fire steel cables at a target up to 1 area away. Treat this as an Incredible ensnarement attack. The cables have Incredible (40) material strength.

Infrared Scanners: The battle suits' helmets allow the Doom Squad to detect heat sources at Remarkable (30) rank, enabling them to see invisible persons.

Talents: Military, Martial Arts A and B.

Role-Playing Notes: The members of the Doom Squad were hand-picked by Doctor Doom from the ranks of his human troops. They follow his orders out of both fear and respect. They rely heavily on the powers of their battle suits, and if their suits appear ineffective, the Doom Squad is not above a "strategic retreat."

Material Strength: Remarkable (30).

Tech Rank: Unearthly (100).

Availability: Doctor Doom had one Doom Squad, which consisted of four of his "best soldiers" in high-tech battle suits. Only one of them escaped defeat in their encounter with the X-Men, though his punishment for failing Doom may have been far worse than defeat at the mutants' hands.

Electro-Shock Pistol

This weapon looks like a high-tech pistol made entirely of metal. It was designed by Doctor Doom specifically to defeat the Human Torch, and given to one of Doom's robotic minions. "The master has provided appropriate weapons for dealing with each of you!" exclaimed the warrior robot. "For the Human Torch . . . a close-range electro-shock pistol!" ZAP!

First Appearance: FANTASTIC FOUR #84.

Powers:

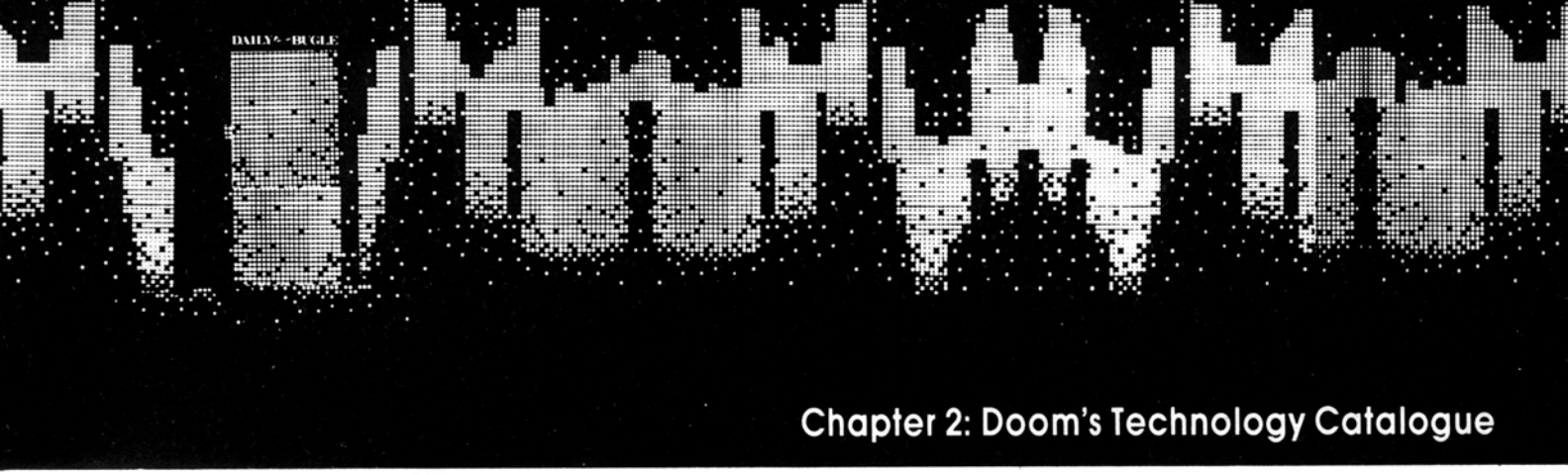
Shock Bolt: The weapon fires a bolt of intensified electricity up to 1 area away. If hit, the victim suffers Remarkable (30) electrical damage, and must succeed at a Remarkable (30) Intensity Endurance FEAT or be rendered unconscious for 1-10 rounds. If the Human Torch is the victim, he loses the power to "flame on" for 1-10 rounds, even if he is not knocked unconscious. An electro-shock pistol can be fired once per turn, and can be shot 12 times before needing a recharge.

Material Strength: Excellent (20).

Tech Rank: Unearthly (100).

Availability: A dozen of these weapons are stored in the armory of Castle Doom, and are most commonly employed by warrior robots.





Electronic Shackle

This small metal band is covered with electronic circuitry. When placed around a character's wrist, the pain the shackle generates prevents the character from focussing or using his or her powers.

First Appearance: FANTASTIC FOUR #198.

Powers:

Pain Impulse: When a character wearing an electronic shackle tries to use a power, his body is wracked with intense pain by impulses fired directly into his or her nerves. The character must attempt an Incredible (40) Intensity Psyche FEAT roll. If successful, the wearer overcomes the pain and may use his power. If the roll is missed, the character surrenders to the pain and must stop trying to use his power.

Material Strength: Remarkable (30).

Tech Rank: Incredible (40).

Availability: Dr. Doom has a dozen of these restraints at his disposal, all stored within Castle Doom.

Energy Fist

This small apparatus can be added to the interior of either gauntlet of Doctor Doom's armor. It enables him to create a huge fist comprised of pure energy, which he can use to grasp, smash, or crush opponents.

First Appearance: FANTASTIC FOUR #312.

Powers:

Energy Fist: When activated, energy bursts from Doom's gauntlet, extending up to 2 areas away and forming a huge energy-hand. Doom can use it to make grappling, grabbing, or blunt attacks of Amazing (50) Strength.

Material Strength: Typical (6).

Tech Rank: Shift Z (500).

Availability: This weapon exists in only one of Doom's gauntlets. It is unknown whether plans exist, but the gauntlet is in one of Doom's hidden New York lairs.

Enlarger Ray

After being subjected to his own reducing ray, Dr. Doom found himself trapped within an alternate dimension called the Microverse. Doom tricked the rulers of Microworld into appointing him the court scientist, and his technical genius soon allowed him to take over the world. During his stay, he created the enlarger ray, which enabled him to return to Earth.

First Appearance: FANTASTIC FOUR #16.

Powers:

Growth: The device emits a wide beam that fills the area directly in front of it with glowing energy, causing characters to grow at Shift X (150) rank. Characters affected by the ray while in the Microverse grow until they suddenly appear on Earth at their normal size.

Material Strength: Good (10).

Tech Rank: Shift X (150).

Availability: Doctor Doom built one enlarger ray that still exists on Microworld.

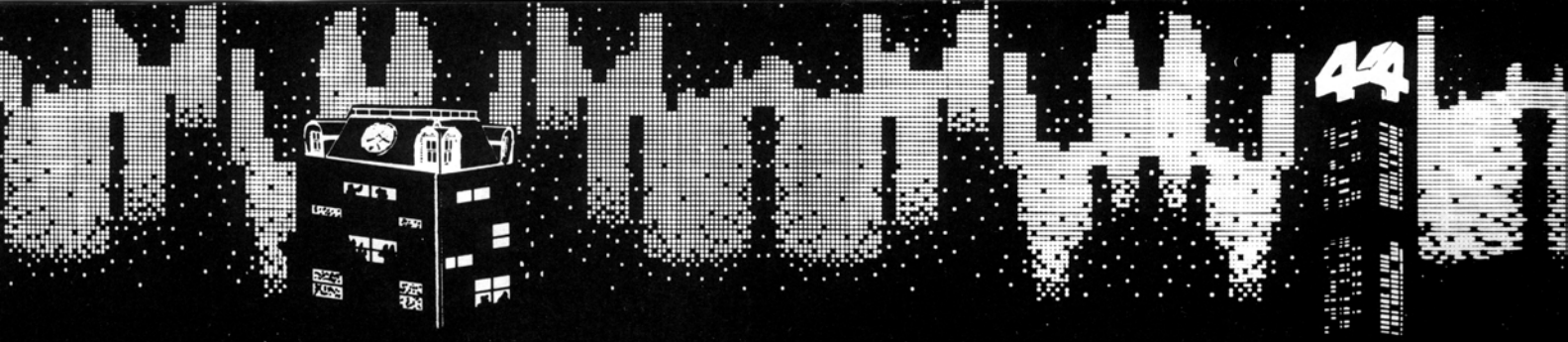
Excavator

This looks like a small rocket, reinforced for tunnelling. It bores through the earth by blasting the rock in front of it, and has space to seat ten passengers.

First Appearance: ASTONISHING TALES (Vol. 1) #6.

Statistics:

Control:	EXCELLENT (20)
Speed:	UNEARTHLY (100)
Body:	INCREDIBLE (40)



Powers:
Rocket Boring: The excavator rockets its way through the earth at up to Unearthly (100) land speed (10 areas per turn). If boring at Poor (4) speed (2 areas per round) or less, the excavator leaves a tunnel behind it. If traveling at greater than Poor (4) speed, it leaves only churned earth behind it.
Compartmentalization: The vessel is divided into three airtight compartments—forward, midships, and aft. Each section has Incredible (40) body.

Material Strength: Incredible (40).

Tech Rank: Shift X (150).

Availability: Doctor Doom has one working excavator, and its whereabouts are unknown.

Fingertip Darts

One of Doctor Doom's more devious tricks is to fire poisoned darts from the fingertips of his armor. The darts are made of steel, and the poison is quite deadly.

First Appearance: SUPER-VILLAIN TEAM-UP #7.

Powers:
Poison Darts: The darts can only hit targets within the same area as Doctor Doom. The darts cannot penetrate body armor or force fields of Good (10) rank or higher. Attacks are made on the Shooting column and victims hit must attempt an Excellent (20) Intensity Endurance FEAT. If successful, the target is not poisoned. If the roll is failed, the target is poisoned. The poison takes effect after 1-10 turns. At this time, the victim must roll against his Endurance on the Kill Column of the Battle Effects Table to determine the final effects of the poison.

Material Strength: Excellent (20).

Tech Rank: Incredible (40) (darts); Excellent (20) (poison).

Availability: Doctor Doom can have up to eight darts fixed into his armor at once. It is likely that he has a wide variety of darts, with various types of poisons, secured in all of his laboratories.

Floating Laboratory

This huge complex is a flying, cigar-shaped vehicle. It has the power to create a normal-looking cloud around itself, and can thus float hidden over populated areas. Along with the master control room, the vessel contains laboratories, armories, food stores, generators, and several trap chambers to hold captured heroes.

First Appearance: FANTASTIC FOUR #17.

Statistics:

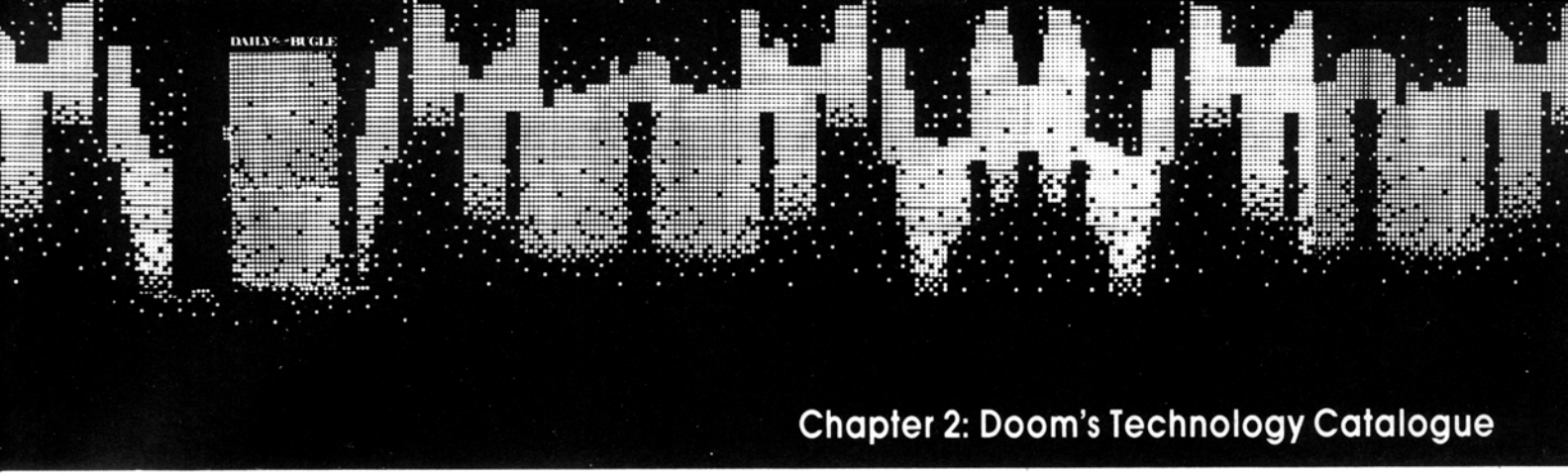
Control:	GOOD (10)
Speed:	REMARKABLE (30)
Body:	REMARKABLE (30)

Powers:
Cloud Generation: The floating laboratory cloaks itself in a dense cloud of Remarkable (30) Intensity, hiding it from normal vision.
Disintegration Field: The ship is surrounded by a thin layer of dimly shimmering light. Any creature passing through the light which the ship's computers identify as an intruder suffers Amazing (50) energy damage and must roll against his Endurance on the Kill Column of the Battle Effects Table.
Flight: The ship moves by means of anti-gravity suspensors, and can hover in place for an indefinite amount of time. Its top air speed, dropping the cloud cover, is Typical (6) (8 areas per turn).

Material Strength: Remarkable (30).

Tech Rank: Shift X (150).

Availability: Doctor Doom built one floating laboratory. It could be discovered hovering virtually anywhere over the Earth. Doom uses it as a mobile, hidden sanctuary where he can retreat from the world.



Force Cage

This device was designed specifically to imprison the Invisible Woman. It consists of a round metal pedestal and a separate control panel. When the captive is placed in the pedestal, and switches on the control panel thrown, shimmering bars of force spring into existence, forming a sphere around the prisoner.

First Appearance: FANTASTIC FOUR #288.

Powers:

Force Bars: The Incredible (40) rank bars of force are attuned precisely to the mental energy frequencies of the force fields created by the Invisible Woman. If she should try to use her force field to escape, the mental feedback causes her Incredible (40) Intensity damage, and the bars remain in place. Physically breaking out of the cage requires a successful Incredible (40) Intensity Strength FEAT.

The control panel can also be used to deactivate the cage. The panel has Good (10) material strength.

Material Strength: Remarkable (30) (cage floor); Good (10) (control panel).

Tech Rank: Monstrous (75).

Availability: Doctor Doom has one of these beneath his embassy in New York City. It is certainly likely that he has another at one of his castles in Latveria.

Freeze Grenade

This is Victor Von Doom's first recorded invention, dating back to a time before he was known as Doctor Doom. While travelling with a Gypsy caravan, Victor used the grenade to engulf a tank, which was firing upon the wagons, freezing it in a semi-solid mass of ice. A freeze grenade looks something like a metallic melon, capable of being held and thrown with one hand.

First Appearance: FANTASTIC FOUR ANNUAL #2.

Powers:

Ice Generation: Upon time detonation or impact, the Remarkable (30) rank freeze grenade covers a circular area about 30' in diameter with a snowy mass of ice. All targets within this region who fail a Yellow Agility FEAT are ensnared and all FEATs and actions are reduced by −3 CS while within the area of effect. Breaking free requires a successful Remarkable (30) Intensity Strength FEAT. Given time, the ice will melt like ordinary ice.

Material Strength: Good (10).

Tech Rank: Monstrous (75).

Availability: Victor has not employed this device since his youth. Since he considers it a mere toy, it is unlikely that he has any in his arsenal (though he may have one in Castle Doom as a memento).

Grabber

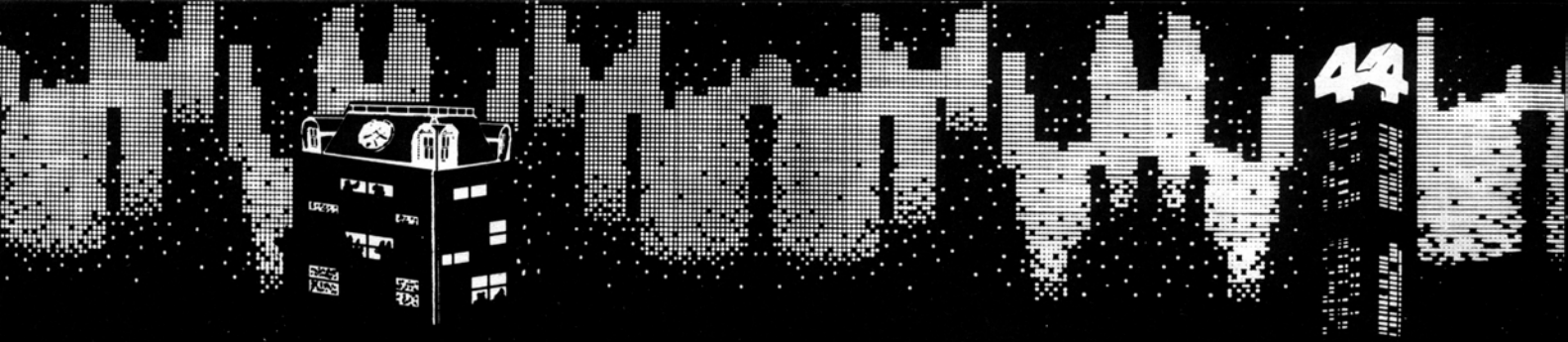
This is one of Doctor Doom's oldest inventions, and perhaps one of his most potent. The grabber is a small foot-long cylinder, and is activated and controlled by a hand-held remote-control device. The cylinder is magnetically attracted to the remote-control, and will lift virtually anything to move toward the hand-held gadget. Doom used the grabber to lift the entire Baxter Building into Earth's upper atmosphere.

First Appearance: FANTASTIC FOUR #6.

Powers:

Magnetic Manipulation: Once the cylinder is fixed to an object, the remote-control is activated. The cylinder then flies toward the remote-control, bringing the object it is attached to along with it. The cylinder's magnetic pull has Shift X Strength, enabling it to lift over 100 tons. For the grabber to function, the remote-control must remain within 20 areas of it.

Material Strength: Remarkable (30) (cylinder); Good (10) (remote-control).



Tech Rank: Shift X (150).

Availability: The original grabber was thrown into the Atlantic Ocean by the Sub-Mariner; a second grabber used by Dr. Doom II (Kristoff) was destroyed with the Baxter Building at the edge of Earth's orbital space.

Grappler Ray

This device is a type of tractor beam which uses invisible waves of force to gently bring the target toward the machine. Doom used this ray to kidnap Alicia Masters, her kidnapping being reported by eyewitnesses as she seemed to walk on air!

First Appearance: FANTASTIC FOUR #17.

Powers:

Tractor Beam: The invisible waves of this strange machine can be extended up to Shift Z (500) range (400 areas). It is so accurate it can affect a specific individual walking among a crowd of hundreds. The target is gently, but rapidly, pulled toward the machine. Breaking free of the grappler ray requires a successful Excellent (20) Intensity Strength FEAT.

Material Strength: Excellent (20).

Tech Rank: Shift Z (500).

Availability: Doctor Doom has one grappler ray fitted into his floating laboratory.

Guardian Robot

Riding on three wheels, these non-humanoid robots have two tentacle-like steel arms and a glowing dome for a head, from which their weapons are fired. These machines are put into action in times of need to patrol the grounds of Castle Doom and Doomstadt, control the populace, and find and defeat any intruders.

First Appearance: FANTASTIC FOUR #198.

Statistics:

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	GOOD (10)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	36
Karma:	N/A

Powers:

Body Armor: Guardian robots are made of Typical (6) strength materials, and have Typical (6) rank body armor as a result.

Computer Link: The robots are in direct communication with Doom's various security systems and with each other. When an alarm is raised, they respond depending upon the situation. The maximum range of the link is 10 miles (though robots on border patrol relay trouble to Castle Doom through secondary robots within range).

Elongation: They have the Feeble (2) power to extend their steel tentacles up to 1 area away and grapple or hit opponents. Their tentacles have Excellent (20) material strength and deal Good (10) blunt damage or Excellent strength grappling.

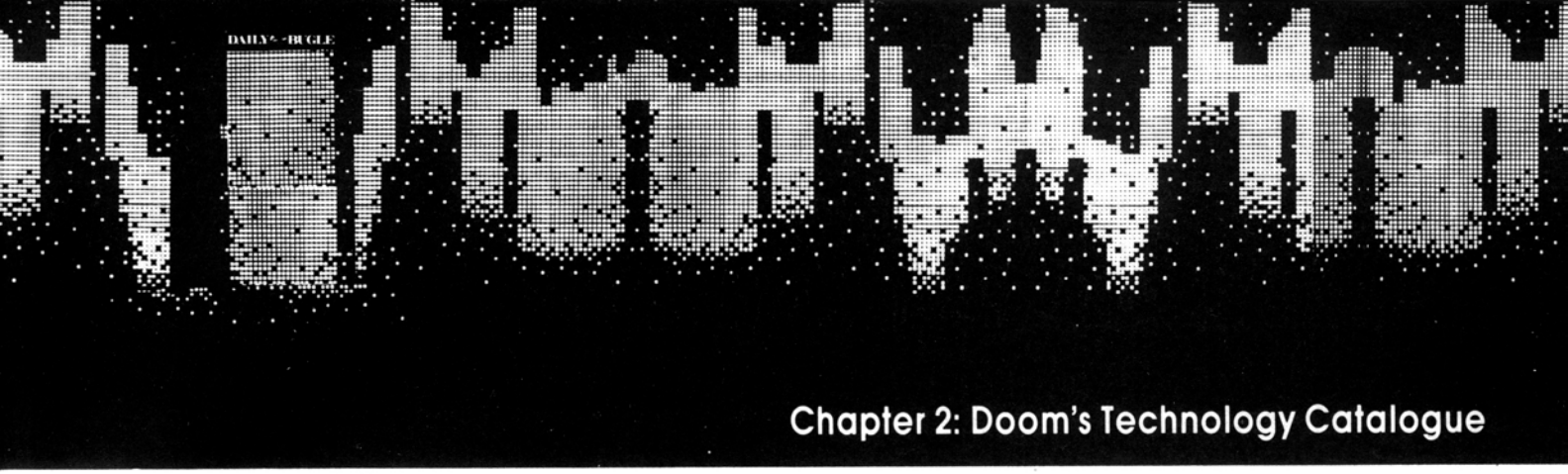
Force Blaster: These robots are usually armed with blasters of Excellent (20) Intensity force and a range of three areas.

Ionic Laser: When Doom is expecting a super-powered assault, he fits his guardian robots with these weapons. An ionic laser fires an Incredible (40) rank energy blast up to a range of 11 areas.

Knock-Out Gas: Guardian robots can spray knock-out gas up to 1 area away. Everyone in the target area must succeed at an Incredible (40) Intensity Endurance FEAT or fall unconscious for 1-10 turns.

Mobility: Guardian robots can move at Good (10) ground speed (4 areas per turn) over passable terrain.

Robotic Form: Guardian robots cannot be affected by mental or emotional attacks or illusions. However, they can be harmed by powers that affect machinery.



Talents: None.

Role-Playing Notes: Guardian robots are a mindless police force protecting Latveria from outside invaders. They enforce Doom's laws without any compassion or thought for humanity, as they are programmed to.

Material Strength: Typical (6).

Tech Rank: Amazing (50) (standard); Unearthly (100) (with ionic laser).

Availability: Doctor Doom has at least 100 guardian robots patrolling his castles and Latveria's borders.

Gyroscopic Aircraft

This aircraft is a cross between a huge spinning top and the typical flying saucer. It is big enough to contain a small laboratory, armory, storage chamber, and up to 50 warrior robots.

First Appearance: FANTASTIC FOUR #39.

Statistics:

Control:	EXCELLENT (20)
Airspeed:	SHIFT Z (500)
Body:	INCREDIBLE (40)

Powers:

Flight: Through some form (or combination) of magnetic or gravity manipulation, the gyroscopic aircraft can attain Shift Z (500) airspeed (200 areas per turn).

Laser Cannons: The vessel contains six laser cannons which shoot beams of Incredible (40) Intensity energy out to a range of 11 areas.

Material Strength: Incredible (40).

Tech Rank: Class 1000.

Availability: Doctor Doom owns one gyroscopic aircraft, and it is stored in a hidden hangar in the hills surrounding the Citadel of Doom.

Hawk Scanner

From a distance, this robot looks exactly like a large hawk, but is actually an artificial surveillance device.

First Appearance: ASTONISHING TALES (Vol. 1) #6.

Statistics:

Fighting:	TYPICAL (6)
Agility:	EXCELLENT (20)
Strength:	POOR (4)
Endurance:	GOOD (10)
Reason:	FEEBLE (2)
Intuition:	FEEBLE (2)
Psyche:	FEEBLE (2)
Health:	40
Karma:	N/A

Powers:

Body Armor: The hawk scanner has Typical (6) rank body armor versus physical and energy attacks.

Energy Blast: Inside its mouth is a Remarkable (30) strength energy blaster with a range of 8 areas.

Flight: The hawk scanner can soar at up to Unearthly (100) airspeed (40 areas per turn).

Material Detection: It can detect and trace specific materials (such as vibranium) with Excellent (20) ability.

Remote Control: Doctor Doom controls the hawk from within his castle; control range is set at 5,000 miles.

Robotic Form: A hawk scanner is not affected by mental or emotional attacks or illusions. It is affected by powers that can harm machinery.

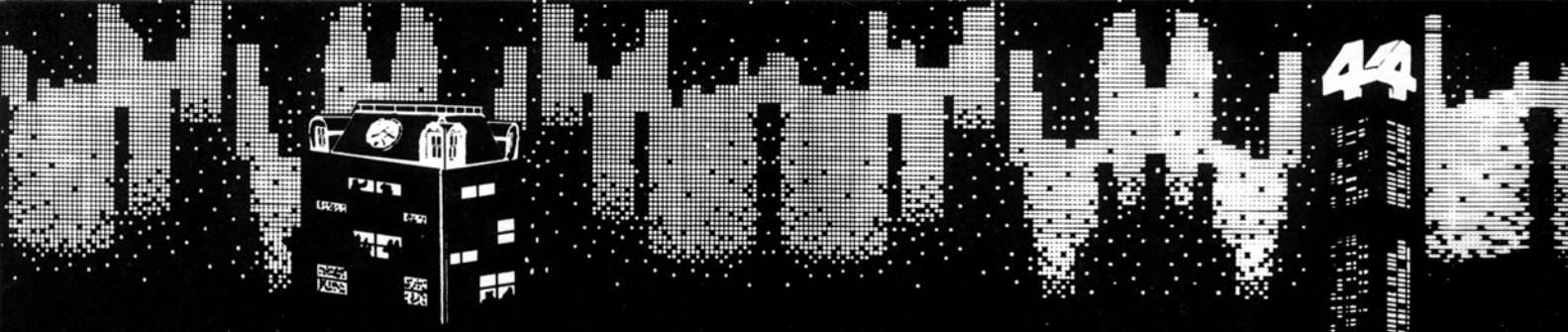
Talents: None.

Role-Playing Notes: A hawk scanner is a surveillance machine that has no independent thought.

Material Strength: Typical (6).

Tech Rank: Unearthly (100).

Availability: Dr. Doom built one hawk scanner and had it destroyed after it found vibranium in Wakanda.



Hologram Projector

This apparatus consists of two separate parts—a hand-held projector and a button-sized transmitter. When activated, the projector displays a holographic image in the air depicting events occurring where the transmitter is located. Doctor Doom outfits his Doombots and other minions with transmitters to observe their actions.

First Appearance: AVENGERS #332.

Powers:

Holographic Projection: The transmitter must be within 11 areas (Incredible range) of the projector. A three-dimensional image of what is happening in the area of the transmitter can be displayed in the air before the projector. Up to three separate holograms from different transmitters can be displayed at once.

Material Strength: Typical (6) (projector); Poor (4) (transmitter).

Tech Rank: Incredible (40).

Availability: At least one of these devices is known to be in the possession of Dr. Doom, and could be stored in the Latverian Embassy.

Hyper-Sound Piano

In an elegant room within Castle Doom, there appears to be a normal grand piano. With Doctor Doom at the keyboard, however, the piano is an instrument of death. Attached to the piano above the keyboard is a music stand, which also serves as a video monitor. Any room of the castle can be viewed on the monitor. When a specific combination of chords is played on the piano, the musician can direct ear-shattering sonic blasts into the room on the monitor, potentially killing everyone or only one specific target inside.

First Appearance: FANTASTIC FOUR #87.

Powers:

Hyper-Sound: Sonic blasts can be directed to any room within Castle Doom (not outside), and everyone in the room whose ears are not protected suffers a Remarkable (30) Intensity sonic energy attack each round the music plays. The character at the keyboard can direct the hyper-sound at one specified individual. In this case, the sonic blast is intensified, resulting in an Incredible (40) rank sonic energy attack. Only Doctor Doom knows the proper sequence of chords which must be played to unleash a sonic blast.

Material Strength: Poor (4).

Tech Rank: Incredible (40).

Availability: Doctor Doom owns two of these elegant-looking instruments of death; one stands quietly in an elegant dining hall within Castle Doom and the other rests in the sitting room of the Fortress of Doom in the Adirondacks of New York.

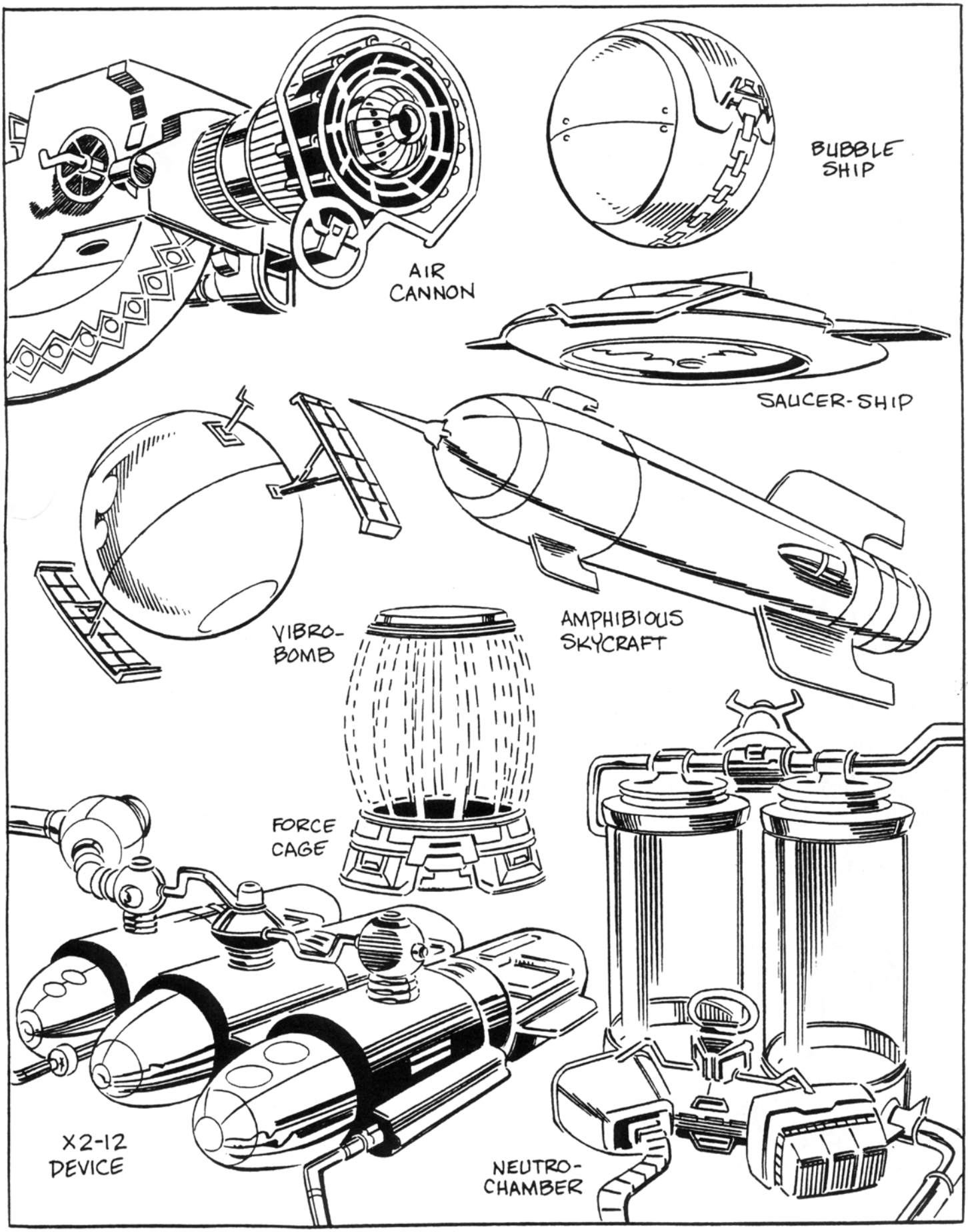
Hypno-Persuader

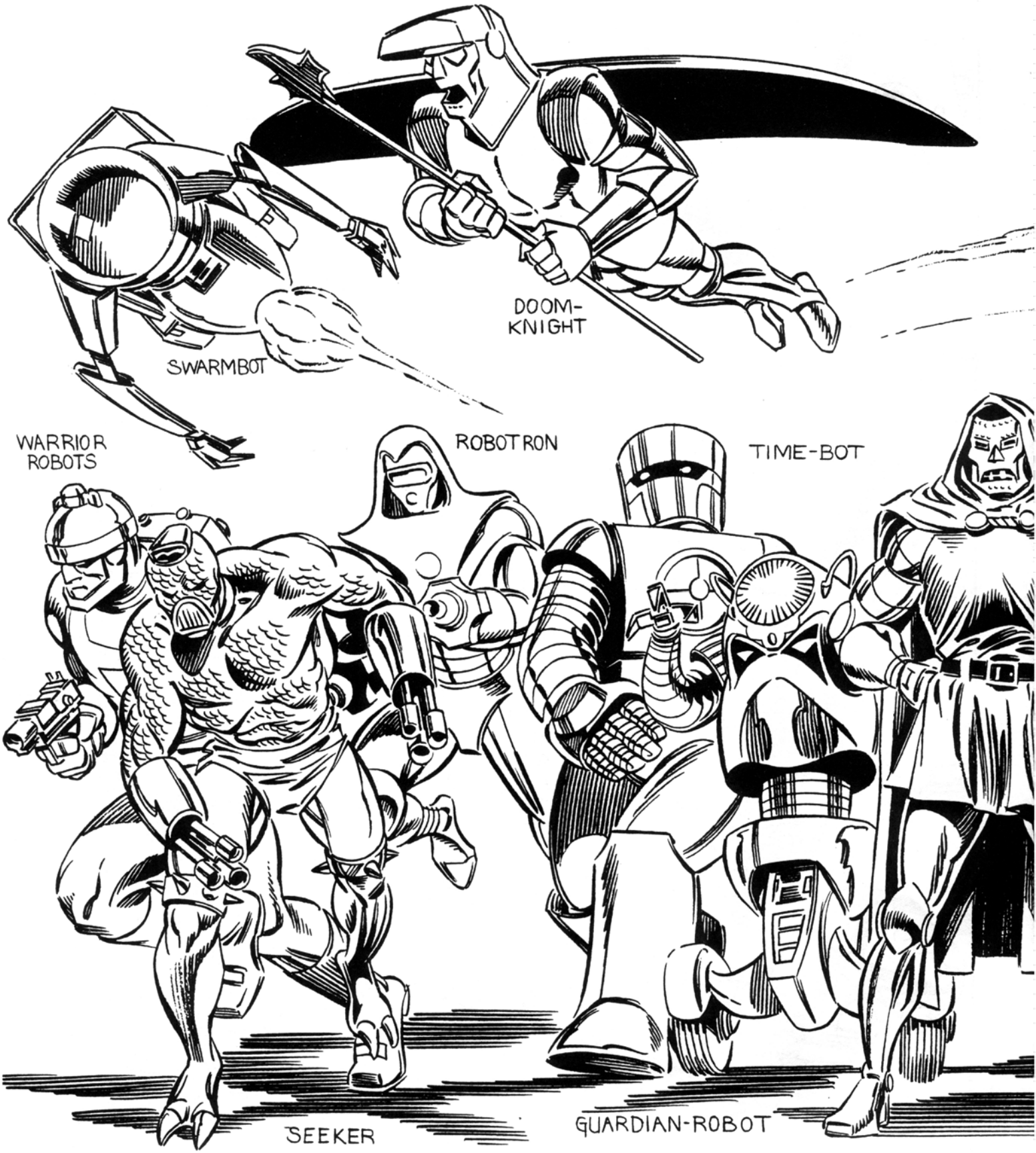
This devious machine consists of four rectangular tables radiating from a central pillar in a cross pattern. The pillar is made of metal, and is covered with various mechanisms and computer circuitry. At the head of each table is a helmet, which is placed upon the head of the subject. The hypno-persuader can affect up to four subjects at once.

First Appearance: FANTASTIC FOUR #85.

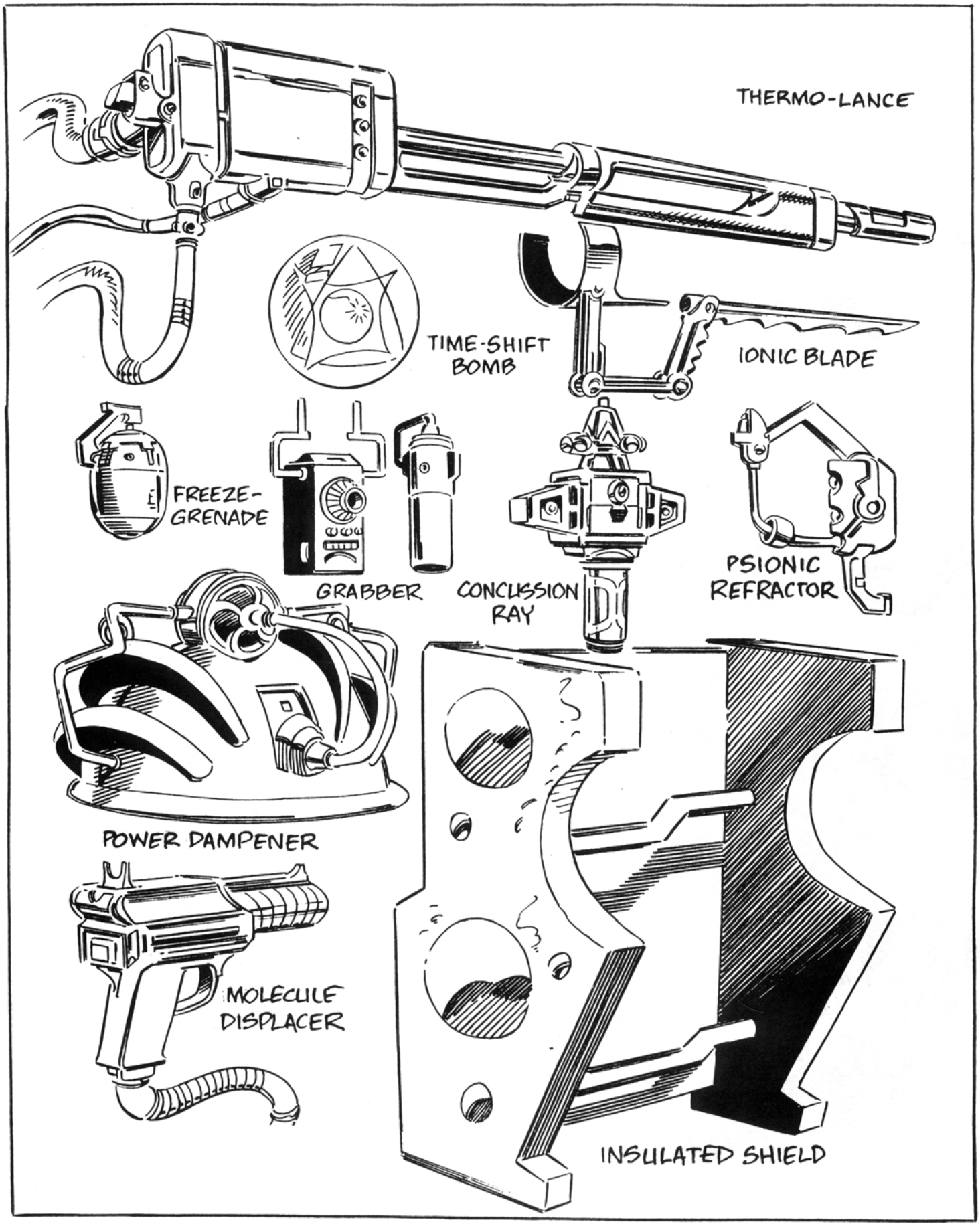
Powers:

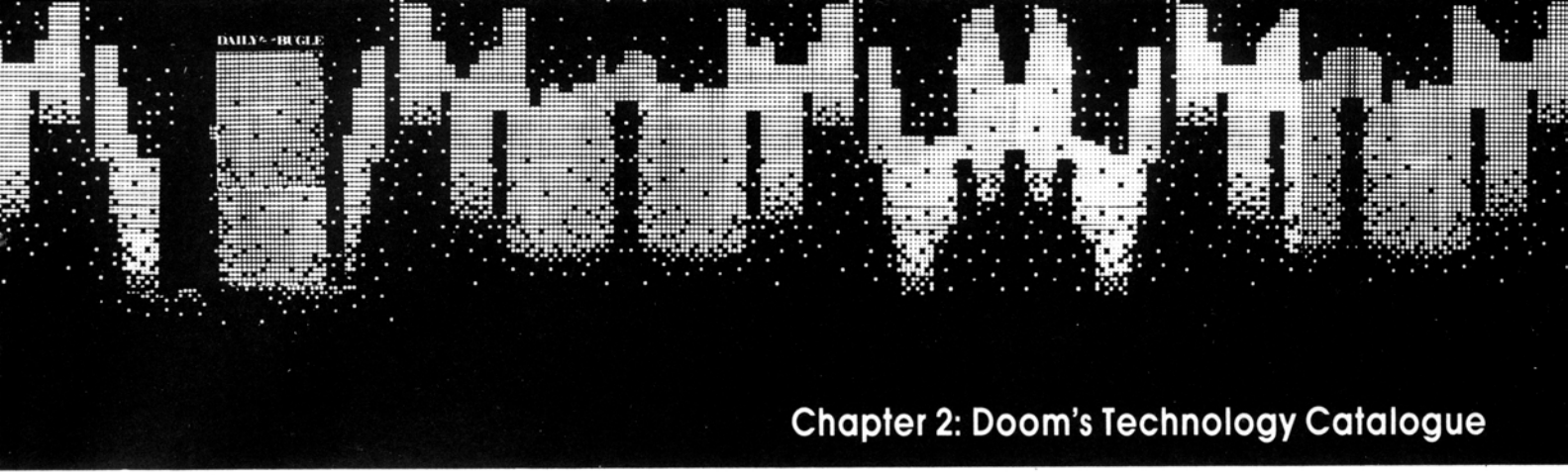
Persuasion: The hypno-persuader can subliminally force a character to believe a single statement (whether true or false), such as "Doctor Doom is your friend," or "Your powers no longer work." While the character lies sleeping on the table, the specified statement plays over and over on speakers inside the helmet. A different statement can be played through each of the four helmets at the same time.


AIR CANNON
BUBBLE SHIP
SAUCER-SHIP
VIBRO-BOMB
AMPHIBIOUS SKYCRAFT
FORCE CAGE
X2-12 DEVICE
NEUTRO-CHAMBER


DOOM-
KNIGHT
SWARMBOT
WARRIOR
ROBOTS
ROBOTRON
TIME-BOT
SEEKER
GUARDIAN-ROBOT


DOOM
SQUAD
DOOMSMAN II
INVINCIBLE
ROBOT
DOOMS
MAN
I
SILENT
STALKER
PACIFIER ROBOT


THERMO-LANCE
TIME-SHIFT BOMB
IONIC BLADE
FREEZE-GRENADE
GRABBER
CONCUSSION RAY
PSIONIC REFRACTOR
POWER DAMPENER
MOLECULE DISPLACER
INSULATED SHIELD



Each round a character is subjected to the hypno-persuader, he or she must attempt a Remarkable (30) Intensity Psyche FEAT. If successful, the character has resisted for one round, and must continue to attempt Psyche FEAT rolls each round until the machine is switched off, the Psyche FEAT is missed, or he or she somehow escapes. If a Psyche FEAT is missed, the character truly believes the statement that has been programmed into his or her brain over and over again.

Persuasion lasts until something occurs to directly contradict the induced statement. Each time this happens, the character is allowed a Remarkable (30) Intensity Psyche FEAT roll. If successful, the persuasion is broken and the character realizes what has been done to him. If the roll is missed, the persuasion continues until another event occurs and another Psyche FEAT is attempted.

A hero who believes his powers are gone may attempt a Psyche FEAT roll whenever he encounters a situation in which he would normally use his powers. Suppose the Thing, who believes his strength is gone, punches a warrior robot. The Thing may attempt a Remarkable (30) Intensity Psyche FEAT. If successful, he realizes his strength was never really gone at all.

A character can be persuaded to believe only one statement at one time—a hero cannot be forced to believe both that Doom is his friend and that his powers are gone!

Limitation: This device only affects organic beings, and consequently has no effect upon robots or androids.

Material Strength: Excellent (20).

Tech Rank: Monstrous (75).

Availability: Dr. Doom owns one hypno-persuader, and it is kept in the upper laboratories in Castle Doom. It could have been improved beyond its original capabilities and used to reprogram the Fantastic Four to fit into their "puppet lives" in Liddleville (see "Places of Interest" in the *Domains of Doom* book).

Hypnopticon

This cumbersome, immobile machine allows the user to place hypnotic commands in the minds of others.

First Appearance: DAREDEVIL #37.

Powers:

Hypnotic Control: The machine affects all characters (excluding the operator) within 3 areas of it. Flashes of light flutter around the device, and characters within range must succeed at an Excellent (20) Intensity Psyche FEAT roll or stand motionless, staring at the lights. People with protected or no vision are immune.

Once a character is dazzled by the lights, the operator of the machine can induce an hypnotic command that takes effect immediately or lies dormant until triggered by future conditions (a post-hypnotic suggestion). A maximum of 1-10 commands can be implanted per individual. Each command takes one round to induce, at which time the victim is allowed another Excellent (20) Intensity Psyche FEAT. Success means the character breaks free of the hypnosis and can ignore the previous command (but is still affected by other commands already induced).

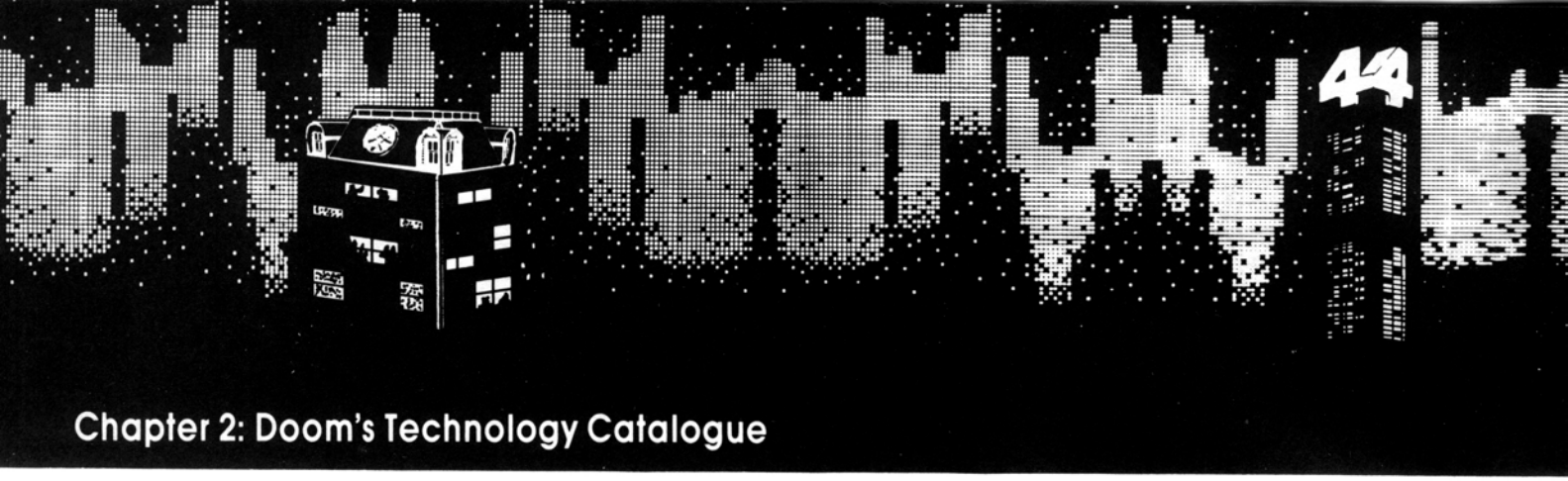
If planted commands cause characters to take an action against their morals, the character is allowed an Excellent (20) Intensity Psyche FEAT roll when the action occurs. If successful, the hero resists the hypnotic suggestion. If the roll is missed, the character performs the action, and may lose Karma.

A hypnotic command has a duration of 2-20 rounds. In the case of a post-hypnotic suggestion, the duration only includes the time the command is actually in force.

Material Strength: Typical (6).

Tech Rank: Monstrous (75).

Availability: Doctor Doom has one hypnopticon installed in his lab at the Latverian Embassy in New York City.



Idento-Disc and Robot

These are tiny, tissue-thin plastic discs which serve as homing devices. Each disc is remotely linked to one of Doctor Doom's "lighter-than-air robots," which look like overweight, bald men. The robots, which are really just holograms that can fly and pass through solid objects, follow and spy upon whoever is wearing the disc.

First Appearance: FANTASTIC FOUR #17.

Statistics: Because the robots are merely non-living images, all of their attributes are Shift 0.

Powers:

Computer Link: The lighter-than-air robots relay a video image of what they are "seeing" (everything visual within their occupied area) to Doom's control panel. The robots' computer links have a range of 5 miles.

Flight: The robots can fly at Typical (6) airspeed (6 areas per round).

Phasing: The robots are always at zero density, and can pass through solid objects with Remarkable (30) ability.

Robot Link: Each idento-disc acts as a homing device for one lighter-than-air robot. The disks have a range of 40 areas once activated, drawing the robot to within one area of the disc. If the disc is removed from its target, the robot immediately vanishes.

Talents: None.

Role-Playing Notes: The lighter-than-air robots are totally mindless. They are simply floating spy cameras with minimal to no physical substance.

Material Strength: Poor (4) (disc); Shift 0 (robot).

Tech Rank: Shift Z (500).

Availability: Doctor Doom built four of these devices, which he used to badger the Fantastic Four. Although their powers were useless against the robots, the heroes soon found the discs and removed them.

Image Projector

This small device can be placed within either arm of Doctor Doom's armor. To activate it, he merely flips open a hinged bit of armor and presses a button. Immediately, a lifelike projection of Doctor Doom appears nearby. He uses the image mainly as a decoy, especially when infiltrating an opponent's stronghold.

First Appearance: SUPER-VILLAIN TEAM-UP #2.

Powers:

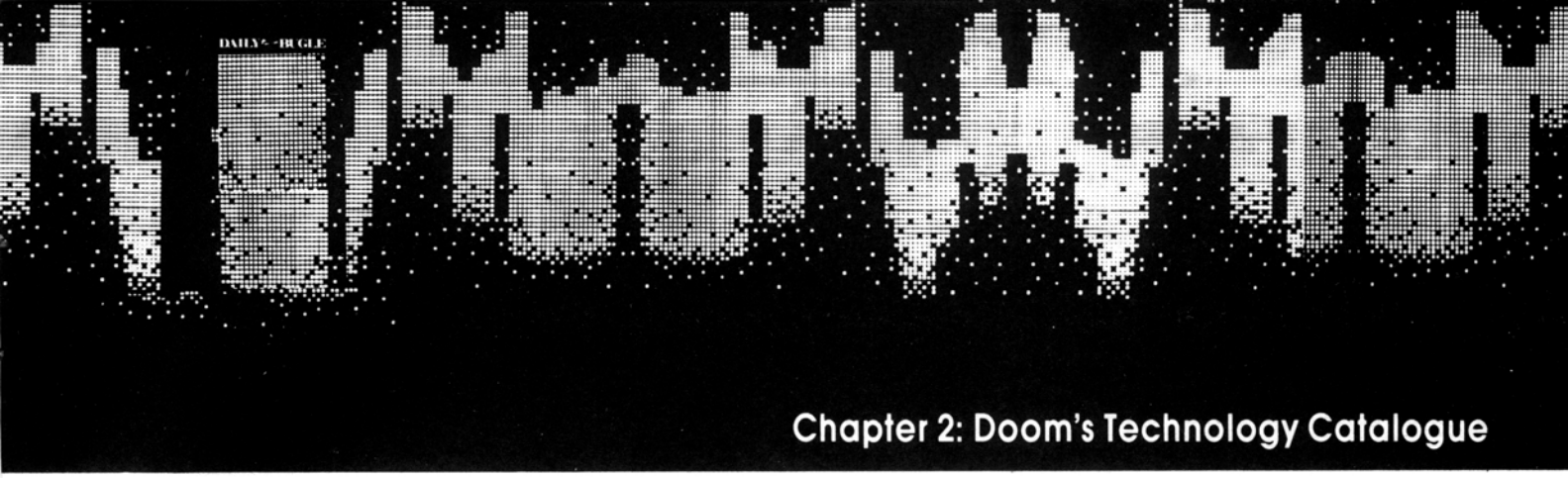
Image Projection: The device performs this power at Amazing (50) rank. The image appears anywhere Doctor Doom chooses up to a maximum of 20 areas away. He must always remain within 20 areas of it, or the image automatically vanishes. Doctor Doom can see, hear, and speak through the image. He can also use any of his armor's powers through the image, but at −2 CS power rank. The projected form has a Health of 50, and if its Health is reduced to zero, it vanishes. Damage to the image is not inflicted upon the real Doctor Doom.

Material Strength: Poor (4).

Tech Rank: Shift Z (500).

Availability: Doctor Doom has one of these gadgets in his laboratory within Castle Doom.





Inhibitor Ray

Exactly what this device looks like has never been revealed. Apparently, Doctor Doom can have the inhibitor ray added to his armor without the device being obvious. When activated, the inhibitor ray makes it very difficult for Doom's enemies to direct any attacks against his person.

First Appearance: FANTASTIC FOUR #246.

Powers:

Inhibitor Ray: The device emits an invisible aura around Doctor Doom up to a two area radius. Anyone who approaches within two areas of Doom and wishes to attack him must attempt at an Incredible (40) Intensity Psyche FEAT roll. If successful, the character can attack normally. If the roll is failed, however, the character cannot consciously attack Doom, no matter what the situation. Each time the character tries to attack Doom, he is allowed another attempt at an Incredible (40) Intensity Psyche FEAT. Even after the character leaves the 2-area radius around Doom, the effects of the inhibitor ray persist for 1-10 hours.

Limitation: This device only affects organic beings, and consequently has no effect upon robots or androids.

Material Strength: Poor (4).

Tech Rank: Shift Y (200).

Availability: Doctor Doom has one of these devices within Castle Doom and one within the catacombs beneath the Fortress of Doom in the Adirondacks.

Instant Hypnotism Impulser

This small rectangular device emits high frequency energy pulses that home in on a target's inner ear and disrupt the sense of balance. The impulser can be used as an add-on power to Doctor Doom's armor. When used in this way, it is concealed in the palm of the armor's left gauntlet.

First Appearance: FANTASTIC FOUR #40.

Powers:

Vertigo Effect: Doctor Doom can use this power against one target in the same area as Doom. The victim feels very dizzy and must succeed at an Incredible (40) Intensity Endurance FEAT or fall to the ground, unable to move or act for 1-10 turns. The impulser causes no actual damage.

Limitation: This device only affects organic beings, and consequently has no effect upon robots or androids.

Material Strength: Poor (4).

Tech Rank: Shift Y (200).

Availability: Doctor Doom has at least one of these ready and waiting in Castle Doom, where technicians can fit it to his armor in a matter of moments.

Insulato-Shield

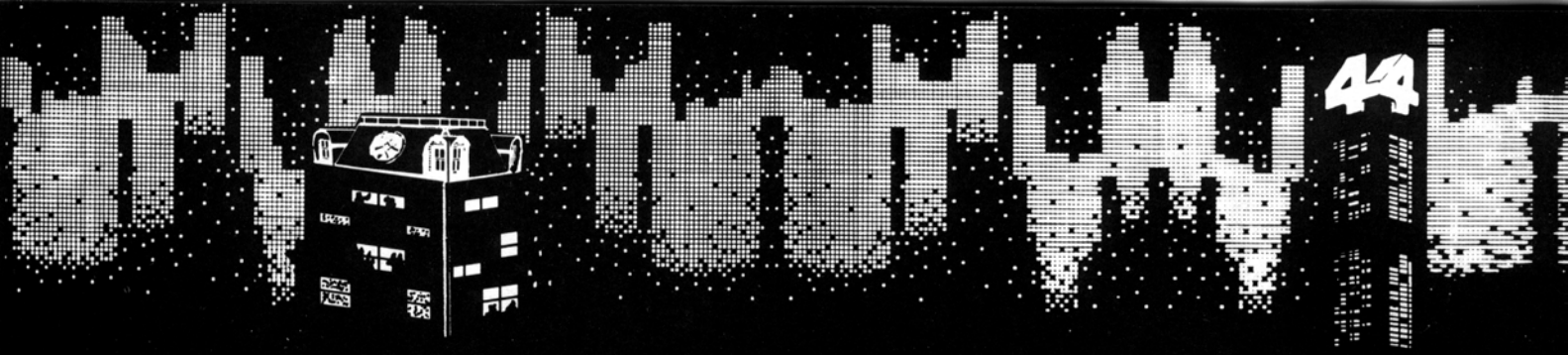
This piece of defensive equipment is common in Doom's robot army. Typically, two warrior robots standing beside one another hold the shield in front of them, while two ranks of robots follow behind. The device is entirely made of metal, and affords those holding it protection from the front and sides. Ranks following behind only gain protection from the front.

First Appearance: FANTASTIC FOUR #84.

Powers:

Body Armor: An insulato-shield grants those carrying it the equivalent of Remarkable (30) rank body armor against physical and energy attacks from the front or sides. The shield offers no protection against attacks from above, below, or behind.

An insulato-shield weighs 400 pounds. A single character of Good (10) Strength can lift it, but it takes two characters of Good (10) Strength or better to effectively carry it and use it for defense.



Material Strength: Remarkable (30).

Tech Rank: Incredible (40).

Availability: Twenty of these devices are kept within the armory of Castle Doom and are brought into play when heavy resistance or superpowered interference is expected.

Intensified Molecule Projector

Doctor Doom created an attachment that can be added to either gauntlet of his armor which allows him to fire special intensified synthetic molecules at high velocity. Intensified molecules rapidly grow to the size of boulders when exposed to air, providing Doom with a potent missile weapon with nearly unlimited ammunition.

First Appearance: MARVEL SUPERHEROES #20.

Powers:

Intensified Molecules: Streaking forth from Doom's gauntlet, an intensified molecule suddenly grows to the size of a boulder, becoming a deadly projectile. The missile has a range of 11 areas and inflicts Incredible (40) blunt throwing damage. Because of their extremely small size before activation, Doom can carry a virtually unlimited supply of intensified molecules within his gauntlet.

Material Strength: Poor (4).

Tech Rank: Shift Y (200).

Availability: Doctor Doom has an intensified molecule projector, along with a large supply of specialized artificial molecules, at his laboratory within Castle Doom; he also has a working miniaturized model (concealable within one's glove) in a laboratory in the southern Citadel of Doom.

Invincible Robot

An invincible robot appears like a hulking, green humanoid with facial features much like that of a jack-o-lantern. When it moves, the robot proceeds in a hunched-over, threatening position, making it look something like a mechanical gorilla. Once activated, the robots are very hard to control; if they go on a rampage, there is no stopping them short of their own destruction.

First Appearance: FANTASTIC FOUR #85.

Statistics:

Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	INCREDIBLE (40)
Endurance:	INCREDIBLE (40)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	110
Karma:	N/A

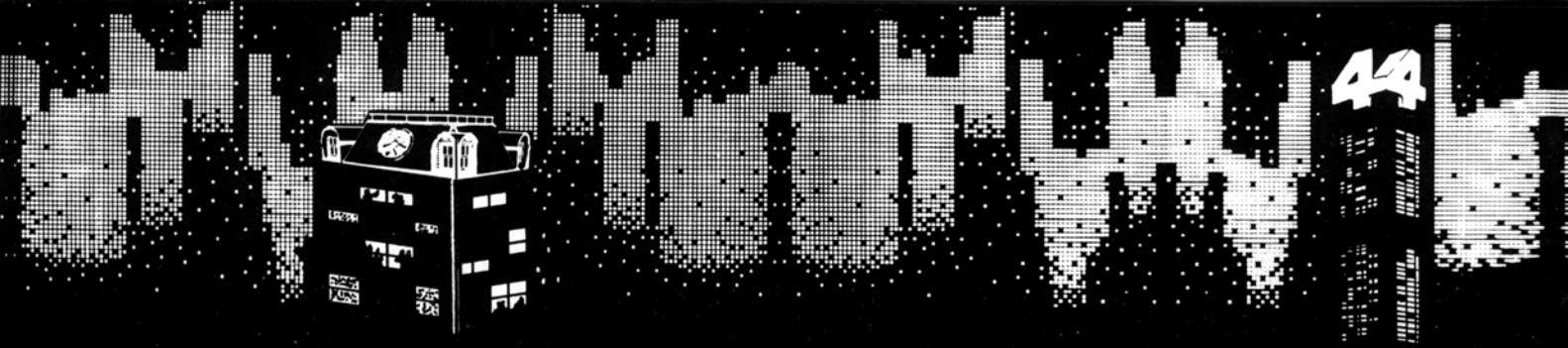
Powers:

Body Armor: Invincible robots are fashioned of Incredible (40) strength materials, and as a result have Incredible (40) body armor.

Combat Sense: These mechanized warriors, armed with Amazing (50) rank combat programs, are high-tech killing machines. An invincible robot can use the power rank of this ability instead of Strength for escaping, instead of Intuition for initiative, instead of Agility for dodging and catching, and instead of Fighting for evading.

Independent Locomotion: Even when one of these robots is broken into smaller parts, its limbs can continue the attack! Severed arms and legs fly through the air to slug opponents, and disembodied hands continue to fire any hand-held weapons. Consider independent limbs to have statistics at −1 CS from those of the robot as a whole. The Health of an arm or leg is 20.





Robotic Form: Invincible robots cannot be affected by mental or emotional attacks or illusions. However, they can be harmed by powers that affect machinery.

Limitation: When these robots were first activated, they were so overcome by their killer programming that they ignored Doctor Doom's commands and attacked before he gave the order. Any time an invincible robot is activated, attempt a Reason FEAT for it. On a White result, the robot becomes berserk, attacking the nearest target, but not other invincible robots.

As with all of Doom's mechanical warriors, invincible robots are equipped with a self-destruct mechanism. In this case, these robots do not gain the power of independent limbs, and they are totally obliterated.

Talents: None.

Role-Playing Notes: Invincible robots are determined killers, their memory banks filled with a single programmed thought, "Destroy! Destroy! Destroy!"

Material Strength: Incredible (40).

Tech Rank: Unearthly (100).

Availability: Over sixty of these robots have been built in the past. While King Zorba ruled Latveria, over 50 invincible robots were sent to kill Doctor Doom, who had returned to Doomstadt (with the Fantastic Four as reluctant allies) to reclaim his throne. All of the robots were destroyed, as was much of Doomstadt. Whether or not Doom will build more of these juggernauts remains to be seen; the wisdom of such actions is doubtful, but the robots' power cannot be denied.

Ionic Blade

This deadly weapon looks like an energized bayonet or combat knife. The ironic blade can pop out of the right forearm of Doom's armor, ready for use in a second.

First Appearance: SUPER-VILLAIN TEAM-UP #12.

Powers:

Ionic Blade: The knife uses ionic energy to slice through objects and other targets, animate or inanimate. The blade causes Incredible edged (40) damage, regardless of the wielder's Strength.

Ionic Blast: The knife can fire an ionic bolt up to 1 area away, inflicting Incredible (40) energy damage.

Material Strength: Incredible (40).

Tech Rank: Unearthly (100).

Availability: Doom has one of these blades at his disposal in each of his castles.

Latverian Guard Weaponry

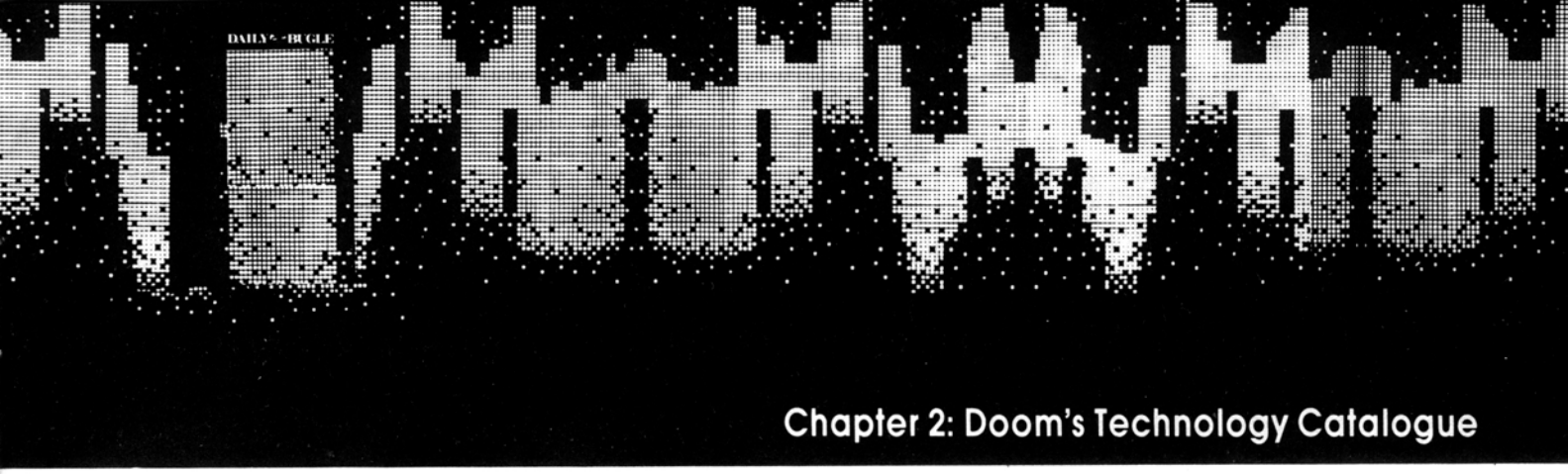
Doctor Doom has a small contingent of native human Latverian soldiers under his command. Their main function is to guard Castle Doom and patrol the environs of Doomstadt, while showing that Doom also values human troops in addition to his robots. Their statistics conform to typical Latverians, as described in Chapter 2 of the *Domains of Doom* book; the entry below details the varied weapons given to them by the Master.

First Appearance: All of the following pieces of equipment may have appeared previously, but the first substantiated appearance of all this weaponry came in FANTASTIC FOUR #350.

Powers/Equipment:

Communicator: Each soldier's helmet is equipped with a communications device enabling him to remain in verbal contact with Castle Doom's security personnel. Range is five miles.

Energy Halberd: These weapons are carried by soldiers patrolling Castle Doom. An energy halberd looks like a normal Medieval polearm, but it can discharge a Remarkable (30) Intensity blast of energy up to 8 areas away. The weapon can also inflict Incredible (40) edged damage in hand-to-hand combat. An energy halberd has Excellent (20) material strength.



Force Rifle: This is the standard weapon carried by Latverian soldiers. It fires an Excellent (20) Intensity force beam up to a range of 6 areas, and has enough of a charge for 12 shots before recharging is needed. A force rifle has Good (10) material strength.

Uniform: Latverian soldiers look more like they are ready for a parade than for a battle. Their baroque uniforms consist of a tall, plumed helmet, a colorful overcoat with tails, and black, leather thigh-boots, as well as an assortment of silver and gold bangles, buttons and other ornamentation. The uniform, as unconventional as it may seem, is partially made of Kevlar, and affords the troops with Excellent protection from physical attacks.

Talents: Military.

Role-Playing Notes: Latverian soldiers are brave and effective when defending their homeland from assault, but cowardly and nearly ineffectual when defending their leader from super-powered invaders. However, if Dr. Doom is present on the battlefield, Latverian troops will always fight the super-powered attackers rather than risk their Master's wrath if they failed to do so.

Material Strength: Comm: POOR (4); Halberd: GOOD (10); Rifle: EXCELLENT (20); Uniforms: FEEBLE (2).

Tech Rank: Comm: REMARKABLE (30); Halberd: INCREDIBLE (40); Rifle: MONSTROUS (75); Uniforms: FEEBLE (2).

Availability: Doctor Doom has 50 Latverian soldiers at his command in the Latverian Guard.

Memory Transference Machine

Perhaps Doctor Doom's most elaborate invention, the memory transference machine fills one entire chamber within the depths of Castle Doom. The grim monarch created this device as a contingency against his own death. The machine fills the brain of Doom's chosen heir with all of Doom's memories, effectively replacing the personality of the heir with that of Victor Von Doom!

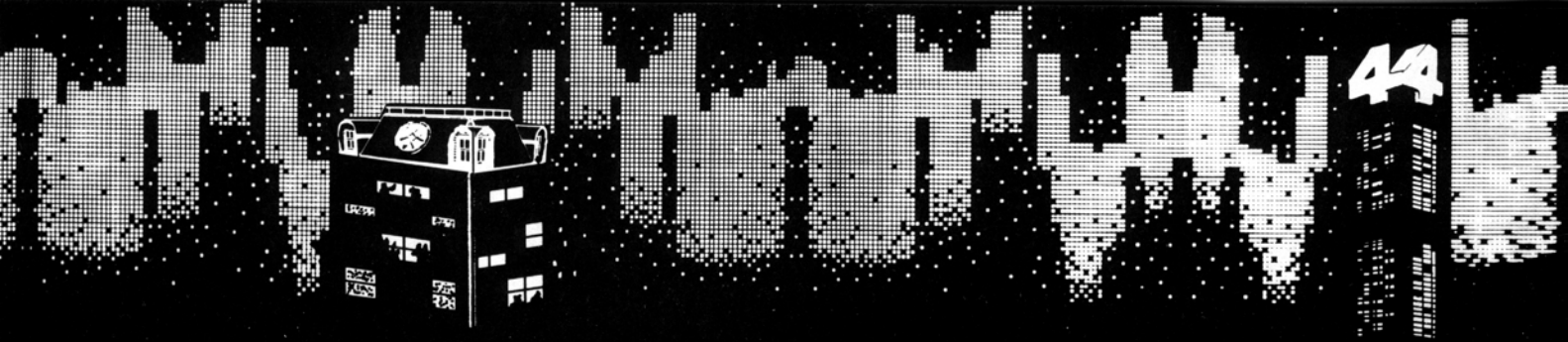
First Appearance: FANTASTIC FOUR #278.

Powers:

Memory Transferrance: A host of five Doombots must operate the machine. The heir is placed in a seat in the device, and a helmet is affixed to his or her head. Doctor Doom's entire recorded history, mind, and memory is fed through the helmet and imprinted upon the memory centers of the heir's brain. When the process is complete, a FEAT roll must be attempted on the machine's Amazing (50) power rank (no Karma may be spent for this FEAT):

- *White:* A system error causes the machine to malfunction—the subject's brain is wiped clean, resulting in total amnesia. Because the heir's brain is now extremely susceptible to imprinting, another attempt can be made with +2 CS to the power FEAT roll. However, if another White result is rolled, the heir dies.
- *Green:* The process is partially successful, resulting in Doctor Doom's memories and personality being transferred to the subject.
- *Yellow:* As with Green above, but Doctor Doom's Talents are also transferred.
- *Red:* As with Green and Yellow, but all of Doctor Doom's Talents, mental powers, and magical powers are also transferred.

If the result was Green or better, the heir gains Doctor Doom's Amazing (50) Reason, Incredible (40) Intuition, and Amazing (50) Psyche. The effects are permanent, but the subject's original personality and memories can be restored with the imprinting and use of an encoded post-hypnotic command.



Material Strength: Remarkable (30).

Tech Rank: Shift Z (500).

Availability: Doctor Doom has only one memory transference machine, and it is located within the depths of Castle Doom.

Metabolic Transmuter

This weapon is simply a small, glowing, chrome ball. When thrown, it has the ability to track its target. If hit, the victim's body transmutes into organic chrome, effectively becoming a living statue.

First Appearance: UNCANNY X-MEN #145.

Powers:

Heat-Seeking Sensors: The missile "locks on" to the heat signature of the person it is thrown at. The metabolic transmuter is only confused or distracted by hotter sources of heat (a car engine or flaming hero, for example). It can only track a person for as far as the thrower can throw it.

Transmutation: The victim is allowed an Incredible (40) Intensity Endurance FEAT to try and resist the transformation. If successful, the character is unaffected. If the roll is missed, the character's skin and muscle tissue transmutes into organic chrome. The victim's life processes are slowed to almost nothing. He or she cannot move, and becomes a living statue. Though it immobilizes its target, the chrome skin provides the character with Excellent rank (20) Body Armor.

The transmutation is permanent. However, an antidote exists. It looks exactly like the metabolic transmuter—a glowing chrome sphere. When the antidote hits the target, the transmutation rapidly reverses itself. Judges may also allow a possibility that characters with Regeneration (like Wolverine) could fight the chrome effect after its onset—the greater the Regeneration ability, the shorter the transmutation effect lasts (d100 rounds −power rank).

Material Strength: Good (10).

Tech Rank: Shift X (150).

Availability: Doom used this device (and its antidote) against Storm when the X-Men attacked his Adirondacks castle. It is likely that he has other working models hidden within the labs of that castle.

Micro-Sentry

Looking like robot spiders, these tiny robots patrol within the circuitry of Doom's armor, and are designed to thwart diminutive intruders such as Ant-Man or other "pests."

First Appearance: MARVEL FANFARE #44.

Statistics:

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	70
Karma:	N/A

Powers:

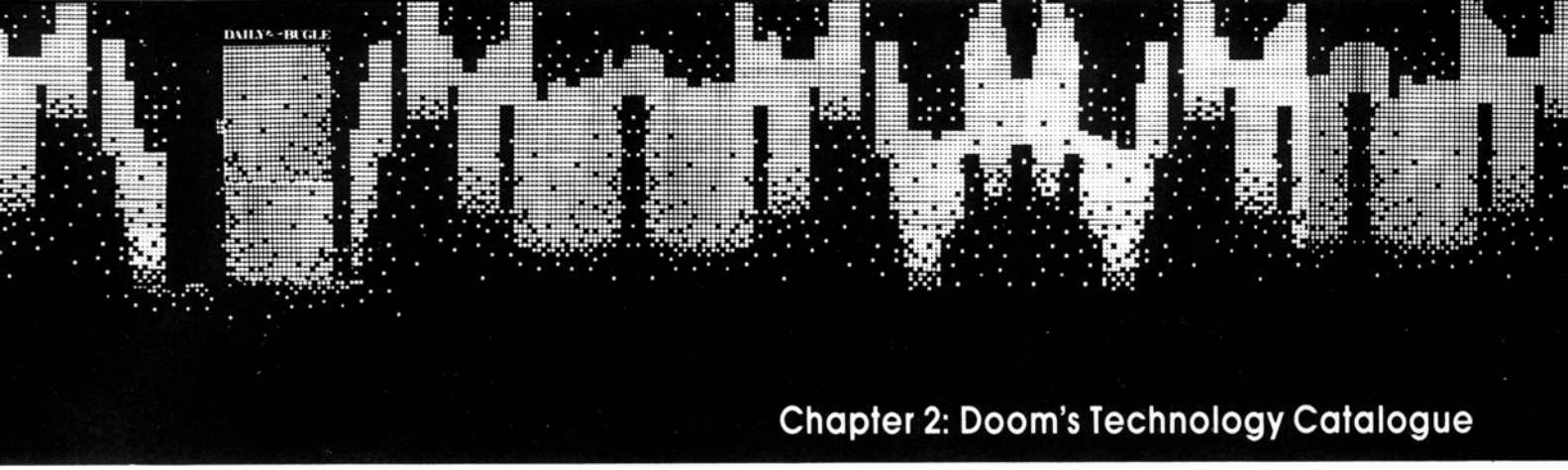
Body Armor: Micro-sentries are made of Good (10) strength materials and have Good (10) body armor.

Grapple-Claw: Located under the robot's "face" is a pincer which it can extend up to 1 area away in order to make grappling, grabbing, or blunt attacks. The grapple-claw has Excellent (20) material strength.

Robotic Form: Micro-sentries are immune to mental or emotional attacks and illusions. They can be harmed by powers that affect machinery, however.

Talents: None.

Role-Playing Notes: Micro-sentries are extermination machines, programmed only to hunt and destroy any organisms (microscopic or otherwise) that invade the interior of Dr. Doom's armor.



Material Strength: Good (10).

Tech Rank: Shift Y (200).

Availability: Doom's suit of armor is patrolled by 20 micro-sentries at all times. It's logical to assume a number of them are in storage and ready for use.

Mini-Missile Launcher

This short-barrelled weapon can be fixed to either gauntlet of Doom's armor. It fires small heat-seeking mini-missiles which are quite powerful for their size.

First Appearance: AVENGERS #332.

Powers:

Heat-Seeking: The weapon homes in on the strongest heat source within its range. The mini-missile is only sidetracked by stronger heat sources. The missile explodes on contact, inflicting Incredible (40) edged damage to the target only. A mini-missile has a range of 11 areas, at which point it runs out of fuel and self-destructs. The launcher can hold up to three mini-missiles.

Material Strength: Excellent (20).

Tech Rank: Incredible (40) (launcher); Incredible (40) (mini-missiles).

Availability: Doctor Doom currently has only the plans for the mini-missiles and their launcher in the Latverian Embassy in New York. The only working models were destroyed and impounded by the Avengers after they were used by Doombots in an attack on Avengers Headquarters.

Molecular Cage

Although this prison was specifically designed to hold the Thing, it was actually used to just as effectively imprison the sensational She-Hulk. The cage consists of a circular platform made of steel and a separate control panel. When a captive is placed on the platform, and the control panel is activated, a hemispherical web of invisible monomolecular chains springs into being, completely surrounding the prisoner.

First Appearance: FANTASTIC FOUR #288.

Powers:

Molecular Web: Because it is made of strands one molecule wide, the web is invisible to the naked eye. Anyone passing through the web suffers Monstrous (75) edged attack damage, and will likely be sliced into numerous pieces. The strands ignore physical Body Armor, cutting through it as easily as normal materials, and can even cut the Thing's thick hide by design. The control panel can shut off the web.

Material Strength: Good (10)

Tech Rank: Shift X (150).

Availability: Doctor Doom has one of these cages within the Latverian embassy in New York City, and it is possible that another exists within Castle Doom.

Molecule Displacer

This weapon looks like a futuristic pistol. Doctor Doom carries it as a sidearm when on missions that require its special ability. The molecule displacer has the power to break down and absorb a character's very molecules!

First Appearance: THOR #182.

Powers:

Molecular Displacement: When fired, the molecule displacer emits a thin beam of energy up to a range of 8 areas. Use the Shooting column of the Battle Effects

Table, but treat any bull's-eye or kill result as simply a hit. If the target is struck, the victim suddenly vanishes in a kaleidoscopic flash of light. The character has been broken down into his or her composite molecules, which travel along the beam of energy and are absorbed into the weapon's storage unit. The molecule displacer can hold only one character or object at a time. Any of the victim's equipment is also absorbed.

The next time the molecule displacer is fired, the wielder has two options: either restore the victim whole and unharmed at the point where the energy beam strikes, or scatter his molecules over a wide area, effectively killing him. Maximum range of the beam is still 8 areas.

A character can safely be contained within the weapon for 1-10 days. After this time, the displacer automatically discharges (25% chance of an explosion, destroying the device) but the restored victim suffers permanent damage of the Judge's choosing (such as loss of a power, a missing limb, or other disfigurement).

Material Strength: Excellent (20).

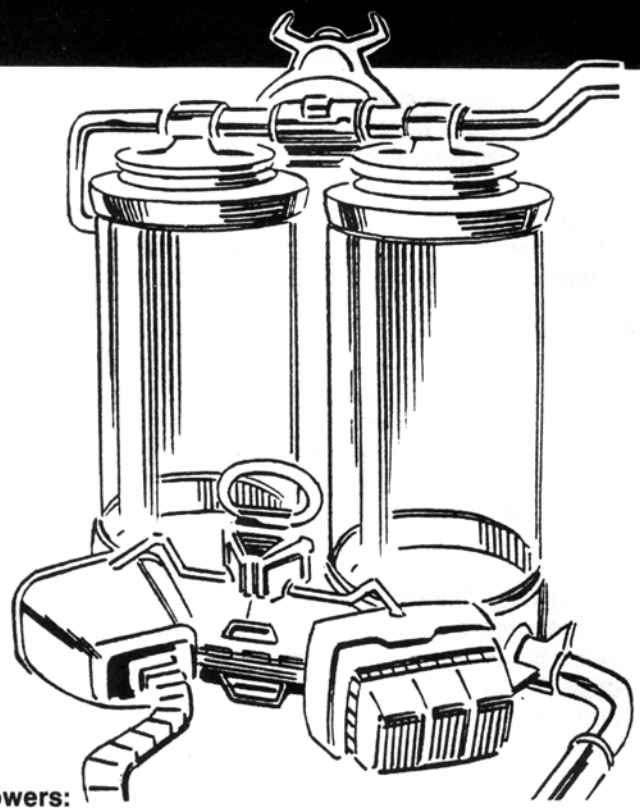
Tech Rank: Unearthly (100).

Availability: Doctor Doom created one molecule displacer, which he used to capture Doctor Donald Blake (alias Thor). Even Doom realizes this weapon's diabolical power, and has never used it as a killing device.

Multi-Dimensional Transference Center

This machine was built by Doctor Doom to send subjects into other dimensions. It consists of a large computer console with up to eight glass cylinders connected to it by steel cables. Each person to be "transferred" is placed in a cylinder. When the machine is activated, the subject vanishes and reappears in the target dimension.

First Appearance: DAZZLER #4.



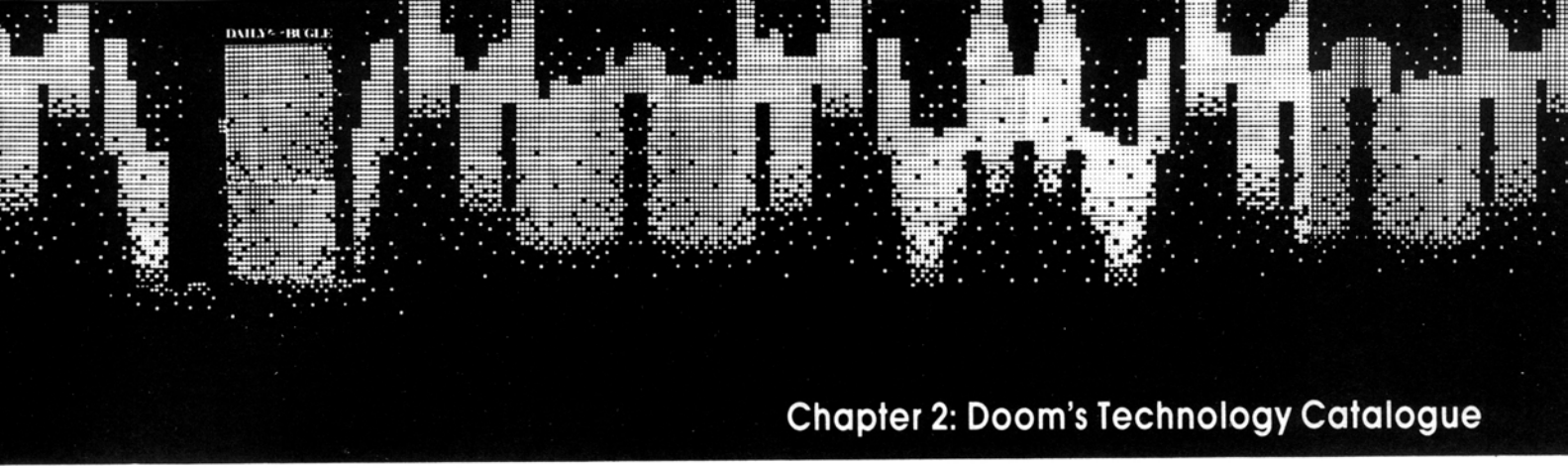
Powers:

Dimensional Travel: The machine's Amazing (50) power easily breaches dimensional barriers, but the rank is checked as a FEAT roll to determine the exact destination. Multiple travelers all arrive at the same place. The FEAT may have the following results:

- *White:* The subject arrives in a random location in a dimension of the Judge's choice.
- *Green:* The subject arrives in a random location within the desired dimension.
- *Yellow:* The traveler arrives 10-100 areas away from the desired location within the desired dimension.
- *Red:* The traveler arrives exactly at the target point within the chosen dimension.

The controller of this device can watch the travelers on a video monitor. The controller can instantly bring the travelers home along with anything they carry with them from the other dimension.

Material Strength: Good (10).



Tech Rank: Shift X (150).

Availability: Doctor Doom has one working model of this machine in a secret lab somewhere in New York City.

Nerve Impulse Scrambler

This tiny weapon can be added to a finger on one of Doom's gauntlets. It emits a thin beam that interrupts and scrambles nerve impulses to the target's brain, causing the victim to lose control of his physical actions.

First Appearance: INCREDIBLE HULK #349.

Powers:

Nerve Scrambler: The beam can be fired to a range of 4 areas. If the target is hit, he must attempt an Incredible (40) Intensity Endurance FEAT. If successful, the target is unharmed by the ray. If the roll is missed, the target falls to the ground and is totally paralyzed for 1-10 turns. No other damage is caused by the weapon.

Material Strength: Poor (4).

Tech Rank: Shift Z (500).

Availability: Doom keeps one of these weapons in each of his laboratories, where it can be added to his armor if necessary.

Neuro-Space Field

This small item can be added to the inside of the chest plate of Doom's armor. It is a defensive weapon, which causes intense pain to characters approaching too close to the monarch.

First Appearance: INCREDIBLE HULK #349.

Powers:

Neuro-Space Field: When activated, the device emits waves of energy that totally surround Doctor Doom. All characters within 2 areas of Von Doom are subjected to intense pain and must attempt an Incredible (40) Intensity Psyche FEAT roll. Those who succeed overcome the pain but perform all FEATs while in the field at −2 CS. Characters who fail the Psyche FEAT are stunned for 1-10 turns. At the end of this time, a stunned character may attempt another Psyche FEAT with the same results for success or failure. The pain immediately ceases if the character is moved more than 2 areas away from Doom, or if the device is deactivated.

Material Strength: Good (10).

Tech Rank: Shift Z (500).

Availability: Doom keeps one of these weapons in his laboratory at Castle Doom, where technicians can add it to his armor upon command.

Neutro-Chamber

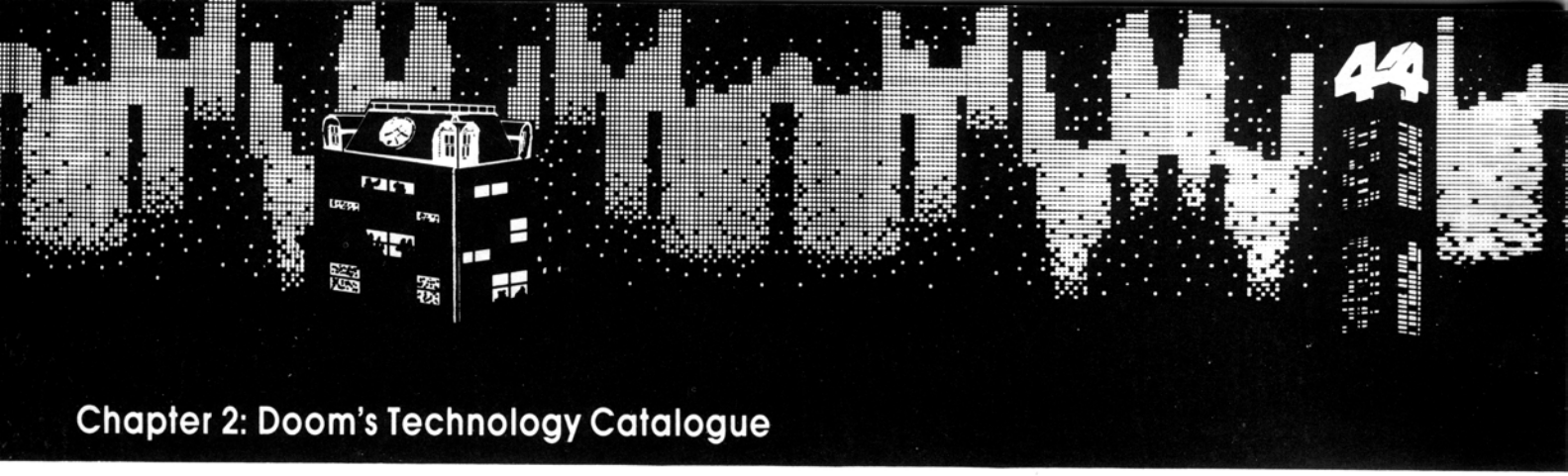
This cage is designed to reduce a character's natural abilities and powers, weakening him and preventing him from escaping. A neutro-chamber looks like a rectangular glass and steel reinforced tank, just large enough for a tall character to stand comfortably. A separate panel controls the cage's functions.

First Appearance: FANTASTIC FOUR #143.

Powers:

Power Dampening Gas: An invisible gas within the cage lowers all of the character's physical statistics (Fighting, Agility, Strength, and Endurance) by −5 CS after two rounds. Additionally, a character's power ranks are reduced by −7 CS. No ability or power rank may drop below Feeble (2). Talents, mental abilities (not mental powers), and technological and magical powers remain unaffected. The control panel can be used to remove the gas and to open the cage.

Material Strength: Excellent (20) (neutro-chamber); Good (10) (control panel).



Tech Rank: Monstrous (75).

Availability: Doctor Doom has four neutro-chambers in a hidden complex beneath the streets of New York City. It is very likely that others could be found in Castle Doom in Latveria and the Fortress of Doom in the Adirondack Mountains of New York.

Omni-Missile

Omni-missiles are Doctor Doom's high-tech response to heavily-armed invaders. Nearly all of his strongholds around the world are protected by these weapons, which can hit targets both in the air and on the ground. Omni-missiles vary widely in size and shape, but they never exceed 10′ in length or 3′ in diameter.

The weapon consists of four separate pieces of equipment—a missile launcher, the payload, a control system, and the missile itself.

First Appearance: SUPER-VILLAIN TEAM-UP #6.

Statistics:

Control:	INCREDIBLE (40)
Speed:	REMARKABLE (30)
Body:	EXCELLENT (20)

Powers:

Energy Tracking System: The missile can track a target emitting any type of energy—heat, light, radiation, radio waves, sound, kinetic energy (motion), plasma, electricity, and so on. Because an omni-missile can track all types of energy at once, it is virtually impossible to fool.

Even so, a flying target can always try to dodge an incoming missile. Any resulting column shifts as a result of the dodge are applied to the missile's Control FEAT roll when it attempts to hit the target. If it misses, the missile flies past the target and can turn around and attack again during the next round of combat.

Payload: Omni-missiles can be fitted with a variety of different payloads:

- *Standard shrapnel:* Inflicts Incredible (40) edged damage to everything in the target area.
- *Concentrated Explosive:* Inflicts Incredible (40) edged damage to the target only.
- *High Explosive:* Causes Monstrous (75) edged damage to everything in the target area, and Excellent (20) edged damage in adjacent areas.
- *Incendiary:* Inflicts Incredible (40) energy damage to everything in the target area, and burns with Good (10) Intensity each round thereafter until extinguished.
- *Knock-Out Gas:* All targets in the area of impact must attempt a Remarkable (30) Intensity Endurance FEAT roll. Those who fail fall asleep for 1-10 turns.
- *Smoke:* Excellent (20) Intensity smoke prohibits vision and all FEATs in the area are at −2 CS.
- *Tear Gas:* All targets in the area of impact must attempt a Typical (6) Intensity Endurance FEAT roll. Those who fail cannot see and must leave the area for 1-10 rounds to clear their eyesight.

Material Strength: Excellent (20) (any omni-missile); Good (10) (launcher); Typical (6) (control system).

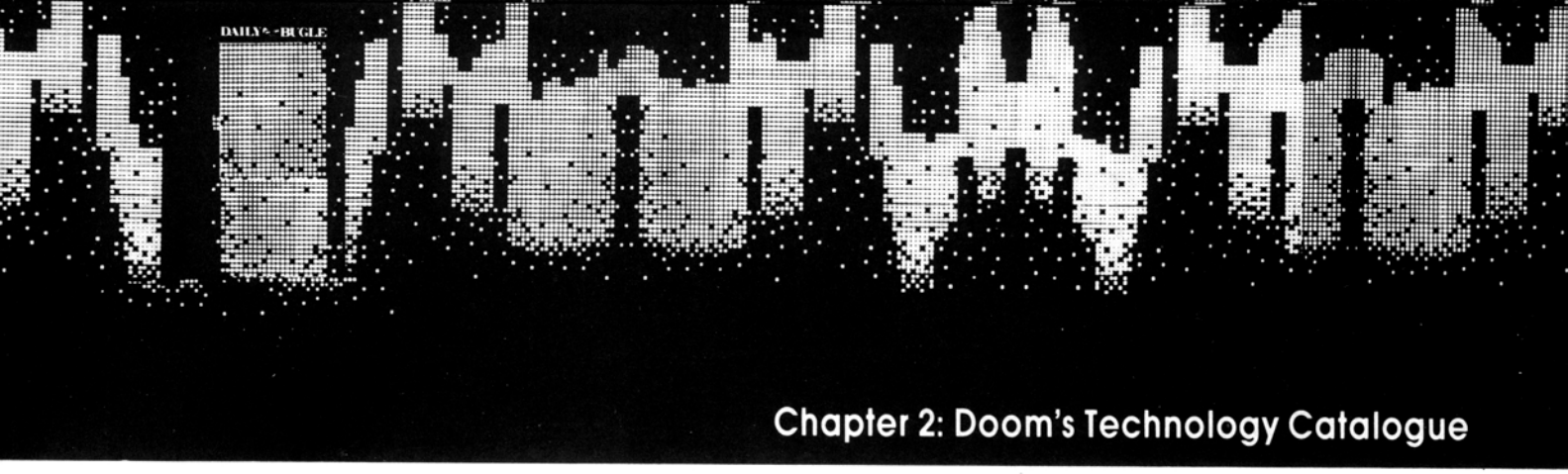
Tech Rank: Unearthly (100).

Availability: Castle Doom is protected by 20 omni-missiles, each fitted with any type of payload described above. The Latverian Embassy even has one in a hidden silo under its rear courtyard.

Pacifier Robot

Like the majority of Doom's robots, the pacifier is made to look like a hulking humanoid. Red, metal plates cover its large body. Its head consists of various lenses, tubes, and other metallic projections. Its left hand ends in three powerful fingers, while fixed to the right is an apparatus consisting of five gun barrels, each capable of firing a different weapon.

First Appearance: FANTASTIC FOUR #57.



Statistics:

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	110
Karma:	N/A

Powers:

Body Armor: The pacifier is made of Incredible (40) strength materials, granting it Incredible (40) protection from both physical and energy attacks.

Energy Blaster: The pacifier can shoot a bolt of Remarkable (30) rank energy up to 8 areas away from its forehead mounted blaster.

Remote Control: The robot's actions can be controlled with a hand-held device. The controller must be within Good (10) range (4 areas) of the pacifier; the robot shuts down if its control moves further away.

Robotic Form: The pacifier robot cannot be affected by mental or emotional attacks or by illusions. It can be harmed by powers that affect machinery, however.

Weapons Gauntlet: The pacifier's right hand is fitted with a gauntlet containing five gun barrels. Only one weapon may be fired per round. Use the pacifier's Agility to determine hits with the following results:

- *Adhesive Spray.* The pacifier can shoot a stream of a gray, sticky substance up to 2 areas away at a single target. If hit, the victim is held in place by Remarkable (30) material strength adhesive. It evaporates after 10-50 (5d10) turns. The robot carries enough adhesive for 10 shots.
- *Flamethrower.* It can expel a burning stream of jelled fuel up to a range of 1 area onto one target. If struck, the victim suffers Incredible (40) flame and heat energy damage. The pacifier has enough fuel for five shots.
- *Laser.* Within a Good (10) range (4 areas), the pacifier's laser inflicts Good (10) energy damage. The laser can be fired 20 times before its energy cell must be recharged.
- *Machine Gun.* This weapon is effective up to Excellent (20) range (6 areas), and inflicts Good (10) Shooting damage on a successful hit. The robot carries 100 rounds of ammunition.
- *Stun Gun.* With a Remarkable (30) range of up to 8 areas, the stun gun renders its victim unconscious for 1-10 turns. Targets can try to succeed at a Remarkable (30) Intensity Endurance FEAT to resist the stun effect. This can be fired 20 times before it needs recharging.

Limitation: Doctor Doom can trigger a self-destruct mechanism on the robot by a button in his armor at a maximum range of 20 areas.

Talents: None.

Role-Playing Notes: The pacifier robot is a killing machine with no personality of its own. If controlled remotely, consider the personality of the controller to determine how the pacifier responds to situations.

Material Strength: Remarkable (30).

Tech Rank: Unearthly (100).

Availability: Doctor Doom built only one pacifier robot, which was never put into action. It now stands motionless within the depths of Castle Doom.

Particle Projector

Doctor Doom created this huge machine in order to eliminate all of the world's nuclear weapons. It looms 30' tall, and takes the shape of a metal cylinder fitted with numerous pipes, cables, blinking lights, and other machinery. When activated, it emits a huge stream of glowing particles into Earth's atmosphere, which neutralize radioactive isotopes and other materials.

First Appearance: CLOAK & DAGGER (Vol. 2) #10.

Powers:
Nuclear Dampener: When the machine is activated, its neutralization particles are sprayed into Earth's upper atmosphere. It takes them one full day to spread around the entire globe, during which time the machine must continue to operate or the procedure fails. Thus by switching off the particle projector before a day has passed, the effects can be stopped.

Upon contacting the particles dispersed by this machine, any type of radioactive material is immediately neutralized, becoming totally inert. This includes materials used in nuclear weapons, as well as radioactive isotopes used in industry, medicine, and science in general.

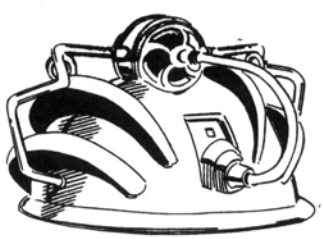
The neutralization particles have Unearthly (100) rank Phasing power. This means they can pass right through virtually any force field or other device used to contain radioactive materials.

Limitation: For the process to be successful, very specific atmospheric conditions must be present. Such conditions have only a 10% chance of occurring for one day of every year. Thus, it may be years before the projector can successfully be put to use.

Material Strength: Incredible (40).

Tech Rank: Shift Y (200).

Availability: Doctor Doom has a complex system of weather satellites to accurately predict the day on which he can put his particle projector to work. His first attempt was foiled by Cloak and Dagger, and Doom was tricked into destroying his own machine with an energy blast. Whether Doom will rebuild the particle projector remains to be seen.



Plasteel Sphere

This device was made specifically as a prison for Mister Fantastic. It consists of a short metal stand and a separate control panel. The captive is placed on the metal stand, and the control panel is activated. A transparent bubble of plasteel forms upon the metal stand, completely surrounding the captive.

First Appearance: FANTASTIC FOUR #288.

Powers:
Bubble Creation: The plasteel sphere is porous enough to allow air to pass through it, but has no seams and is not porous enough to allow Mister Fantastic's pliable form to exit. Physically breaking out requires a successful Incredible (40) Intensity Strength FEAT roll. The control panel can be used to deactivate the cage, causing the bubble to "pop" and release the captive unharmed.

Material Strength: Incredible (40) (plasteel bubble); Good (10) (control panel).

Tech Rank: Monstrous (75).

Availability: One plasteel sphere machine is kept in Doctor Doom's secret laboratory beneath the Latverian Embassy in New York City. Another working model also exists within Castle Doom.

Plasti-Gun

This unusual device looks like an exotic handgun. When "fired," it creates a barrier made of a unique type of damage-resistant plastic. It is not an offensive weapon, but is designed to allow Doctor Doom to elude pursuers or trap opponents.

First Appearance: DAREDEVIL #37.

Powers:
Plastic Generation: The plasti-gun emits a thin beam of energy up to 3 areas away. At any designated point



within this range, the beam instantly creates a wall of plastic measuring up to 10′ wide by 10′ tall by 1′ thick. The wall falls over unless supported between two objects (a pair of street lamps, trees, or the walls of a room, for example). The wall conforms to virtually any shape. If created in a round tunnel, for instance, the wall would be round, and would completely seal off the tunnel. The plastic wall is opaque to normal vision and has Excellent (20) material strength. Thus, breaking through it requires a successful Excellent (20) Intensity Strength FEAT.

Material Strength: Good (10) (plasti-gun), Excellent (20) (plastic wall).

Tech Rank: Unearthly (100).

Availability: Doctor Doom once used this device to prevent a crowd of spectators from following him after he had captured Daredevil. He has never employed this invention since then, and it is unlikely that he has more than one available.

Power Dampener

The power dampener is a metal helmet designed to nullify a character's mental powers.

First Appearance: FANTASTIC FOUR #197.

Powers:

Psionic Dampening: When placed on a subject's head, the power dampener lowers the character's mental and psionic powers by −7 CS. Such powers cannot be reduced to less than Feeble (2) rank. A hero with a normal Incredible (40) rank telekinesis has only Feeble (2) telekinesis while wearing the helmet.

Material Strength: Excellent (20).

Tech Rank: Unearthly (100).

Availability: Doctor Doom has one power dampener at his castle in Latveria, which he has used in the past to neutralize the Invisible Woman's powers.

Power Sphere

A power sphere is a glowing orb about the size of a tennis ball. They are typically used as a defense system, being released from a hidden compartment in the wall or ceiling to hurtle down a passage or through a chamber. The spheres are attracted by heat, and fly toward their target in a swarm. When the victim is completely encased, the power spheres erupt with energy, transporting the entrapped target to another dimension.

First Appearance: FANTASTIC FOUR #17.

Powers:

Dimensional Travel: Once the spheres have surrounded their victim, they burst and form a Remarkable (30) rank energy field that has the power to transport the victim to another dimension. There must be at least 50 orbs in the swarm covering a human-sized target for their detonation to effectively tranport it to another dimension.

If the FEAT fails, the accumulated orbs erupt with a brilliant flash of light, but otherwise have no effect. If the roll is successful, the character finds himself in a distant universe of the Judge's choosing. In either case, the power spheres are destroyed.

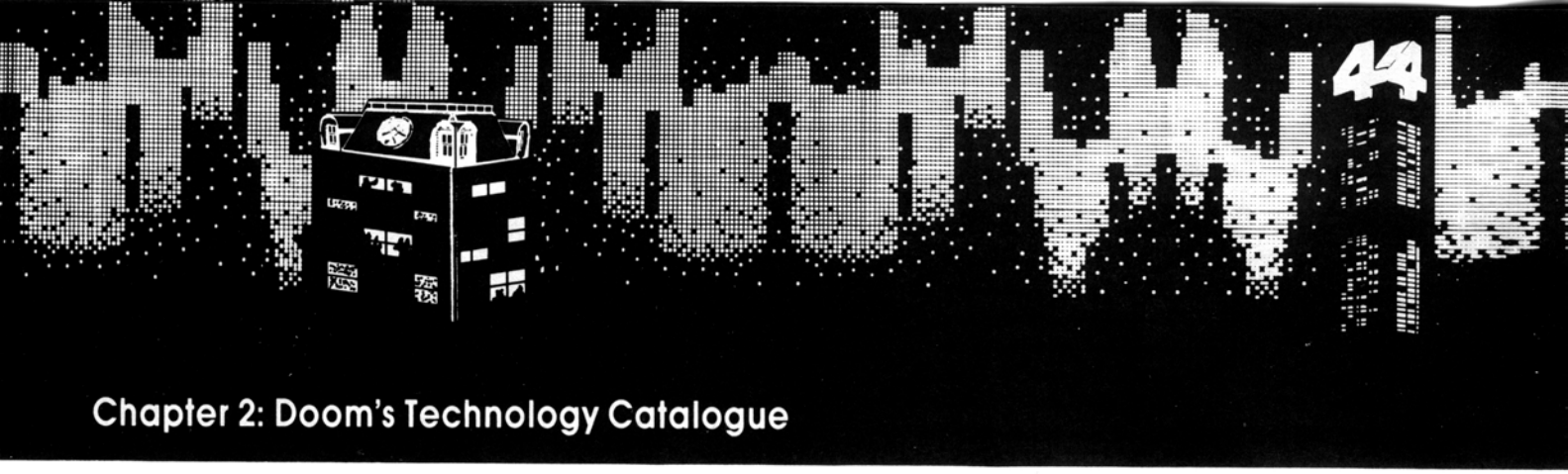
Flight: The orbs fly at Remarkable (30) airspeed (15 areas per turn).

Heat Seeking Missile: The power spheres fix onto the hottest heat source in their path (a flaming hero before a normal character, for example). Once locked on, they can be sidetracked by a stronger heat sources and will even pursue non-living objects.

Material Strength: Good (10).

Tech Rank: Unearthly (100) (per swarm of 100).

Availability: Power spheres can be found as a trap or defense system in virtually any of Doctor Doom's strongholds.



Power Transference Machine

This large device is a combination of two separate machines. The first is a huge metal apparatus with four large, plastic spheres radiating from its center by metal support spokes. The other machine consists of a specially wired chair with a receiving dish for power from the first machine. Up to four superhuman subjects are placed inside the plastic spheres with the person receiving their powers strapped into the chair. When the process is successfully completed, the subjects in the spheres are powerless—all of their powers have been transferred to the person in the chair!

First Appearance: FANTASTIC FOUR #198.

Powers:

Power Transferrance: The transfer takes 10 rounds to complete. At the end of this time, a successful Amazing (50) Intensity Endurance FEAT roll allows victims to retain their powers. For those who fail, make an Amazing (50) FEAT roll for the machine:

- *White:* A system failure interrupts the process, and the powers are not transferred.
- *Green:* The victim's powers are transferred to the recipient, but at a power rank of −5 CS from the original. The victim's powers are erased.
- *Yellow:* The victim's powers are transferred to the recipient, but at a power rank of −3 CS from the original. The victim's powers are erased.
- *Red:* The victim's powers are transferred to the recipient at their original power rank. The victim's powers are erased.

Breaking out of a plastic sphere requires a successful Good (10) Intensity Strength FEAT. If the victim should escape from the plastic sphere before the process is complete, attempt an Amazing (50) power rank FEAT for the device:

- *White:* The victim retains his powers, which are not transferred to the recipient.
- *Green:* The recipient gains the victim's powers at −5 CS power rank. Even so, the victim retains his powers at full strength.
- *Yellow:* The recipient gains the victim's powers at −3 CS power rank. Even so, the victim retains his powers at full strength.
- *Red:* The recipient gains the victim's powers at their original power rank. Even so, the victim retains his powers at full strength. Thus, both characters have the same powers.

Material Strength: Good (10) (transfer spheres, control panel); Excellent (20) (chair, transfer machinery).

Tech Rank: Unearthly (100).

Availability: Doctor Doom has one working model of this machine within Castle Doom. It was used to transfer the Fantastic Four's powers to his "son" (See Victor Von Doom II in the *Domains of Doom* book).

Psionic Refractor

This small, hand-held device consists of a metal handle with a small hexagonal metal frame at the top. When activated, a white force field fills the metal frame.

First Appearance: FANTASTIC FOUR #116.

Powers:

Psionic Refraction/Reflection: The psionic refractor can deflect mental force bolts of up to Amazing (50) rank. Whenever the wielder of this device is attacked with mental force (and the attacker's roll indicates a hit), the wielder may attempt a FEAT roll on the Amazing (50) power rank Column of the Universal Table:

- *White:* The mental force bolt passes through the psionic refractor, destroying it, and strikes the wielder at −3 CS Intensity. (If the bolt was originally of Remarkable (30) rank, for example, it is now only of Typical (6) Intensity.)
- *Green:* The mental force bolt is reflected in a random direction, striking a target up to 3 areas away at −3 CS Intensity. The psionic refractor is unharmed and may be used again.

- *Yellow:* The bolt is reflected back at its creator at −3 CS Intensity. The wielder of the psionic refractor must succeed at an Agility FEAT to hit the target, effects checked on the Force Column. The refractor is unharmed and may be reused.
- *Red:* The mental force bolt is reflected back at its creator with full effect. The wielder of the psionic refractor must succeed at an Agility FEAT to hit the target, effects checked on the Force Column. The psionic refractor is unharmed and may be used again.

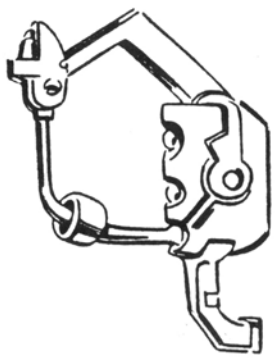
The psionic refractor can only reflect one attack at a time, but it can reflect any number of attacks over the course of a combat round. If two or more attacks strike the wielder simultaneously, he must decide which single attack he will attempt to reflect.

A psionic refractor is only effective against mental force bolts that must be of Amazing (50) rank or less. Bolts of greater rank automatically have the effect of a White result, as described above.

Material Strength: Good (10).

Tech Rank: Shift X (150).

Availability: The original psionic refractor was destroyed in a battle with the Over-Mind, in which Doctor Doom allied himself with the Fantastic Four for a short time. As Dr. Doom built this device from a prototype Reed Richards had started, it is unlikely that Doom has other models at his disposal. Reed however, has the remains of the original refractor and his own plans; it is unknown whether he has a working model, but it is possible, given all his ever-running experiments.



Psycho-Prism

The psycho-prism was a glass crystal fixed atop a tall metal cylinder, the prism measuring 10′ across. It was powered by Zebediah Killgrave, the Purple Man. Using and amplifying the Purple Man's power through the prism, Dr. Doom gained the power to control the world!

First Appearance: *Emperor Doom* (Graphic Novel #26).

Powers:

Mind Control: When the prism is activated, energy corruscates from it in waves, spreading into the upper atmosphere. Within one day, the energy spreads across the entire planet.

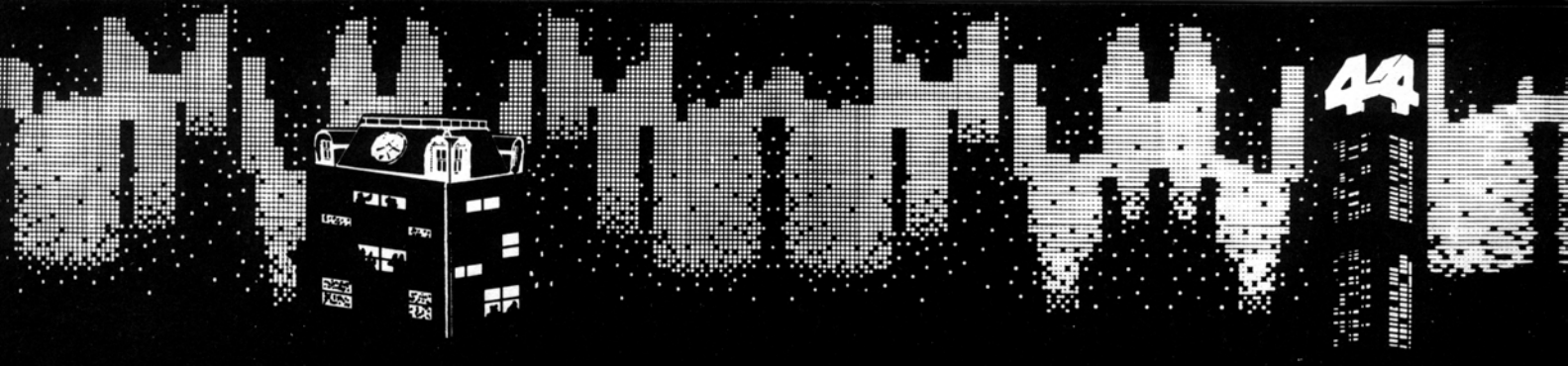
Characters are allowed to attempt an Amazing (50) Intensity Psyche FEAT rolls upon first contact with the invisible energy wave. Those who succeed are unaffected by the psycho-prism's control. Those who fail become totally loyal to the machine's controller (in this case, Dr. Doom). If the character is ordered to do something against his nature, or to commit acts that would result in a Karma loss, he may attempt another Amazing (50) Intensity Psyche FEAT to resist.

Limitation: The device cannot directly affect robots, androids, or other synthetic beings. The power of the Purple Man is also partially dependent on airborne pheremones or other substances which are inhaled and absorbed through the skin. Therefore, it cannot affect organisms that do not breathe oxygen.

Material Strength: Remarkable (30).

Tech Rank: Shift X (150).

Availability: The original psycho-prism was built on a small Caribbean island owned by Doctor Doom. It was destroyed by the Sub-Mariner and the Avengers, and the Purple Man was killed in the blast. The only way to utilize this equipment is to kidnap and use Kara Killgrave, the Purple Man's daughter, (AKA Persuasion of Beta Flight) as a living mind-control projector. Currently, the prism and all its attendant machinery lies broken and dormant on the island.



Rainbow Missile

This advanced weapon consists of four separate pieces of equipment—a missile launcher, the missile payload, a control system, and the missile itself. The missile is not especially large, measuring about five feet long and one foot in diameter. It is most commonly used as a surface-to-air missile with the purpose of eliminating enemy aircraft and flying superhumans.

First Appearance: SUPER-VILLAIN TEAM-UP #10.

Statistics:

Control:	INCREDIBLE (40)
Speed:	AMAZING (50)
Body:	EXCELLENT (20)

Powers:

Shrink Blast: When the missile strikes its target, it explodes with a brief flash that glows with all colors of the rainbow. The target appears to vanish, but has actually been shrunk to mere inches in size.

If the target is a vessel, it and all passengers are shrunk. Characters shrink to a size of three inches, while their equipment and vehicles shrink proportionately. All physical abilities (Fighting, Agility, Strength, and Endurance) and power ranks are reduced by −6 CS to a minimum of Feeble (2). This means a character's Health is also reduced. The material strength of objects is not reduced—Captain America's shield is still made of Class 3000 material no matter what size it is! Shrunken characters gain a +1 CS to hit human-sized opponents, and are at a −1 CS to be hit by human-sized foes.

The effects of the rainbow missile are permanent. However, the missile's control system can be used to restore characters and objects to their normal size by simply pressing a button. Subjects must be within 4 areas of the control system for it to help them.

Tele-Guidance: The missile is guided by a camera in its nose, which relays a video image to the control system console. Maximum range for viewing and control is five miles. Use the Control of the missile or the Agility of the controller (whichever is lower) to determine Control FEATs for this weapon.

Material Strength: Excellent (20) (missile); Good (10) (launcher); Typical (6) (control system).

Tech Rank: Unearthly (100).

Availability: In addition to its other defenses, Castle Doom is protected by at least one rainbow missile.

Reducing Ray

The reducing ray looks like a large immobile metal beam weapon attached to a computer console by thick cables.

First Appearance: FANTASTIC FOUR #10.

Powers:

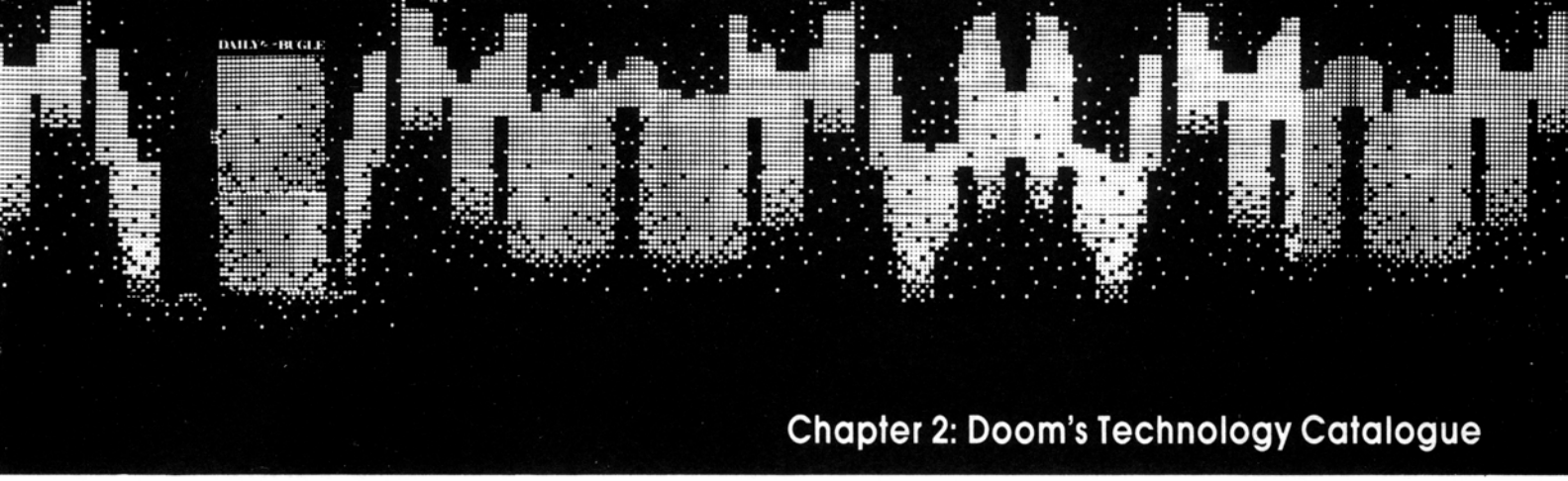
Shrinking Ray: Characters hit by the Shift X (150) rank reducing ray suffer no damage, but are reduced in size to the point where they vanish from the Earth dimension and reappear in the Microverse, a universe similar to our own. The transition from human-size or larger to the arrival into the Microverse takes about two rounds. Shrunken characters retain their attributes and powers in the Microverse.

The effects of the reducing ray are permanent. However, Doctor Doom built an enlarger ray during his stay in the Microverse, which still remains there. If characters can locate it, they could use it to return to their own dimension.

Material Strength: Excellent (20).

Tech Rank: Shift X (150).

Availability: After using his mind transferral power upon Reed Richards, Doctor Doom built this device in the Baxter Building. Doom (as Reed Richards) failed to use the ray on the rest of the Fantastic Four and he was returned to his real body before he could use the weapon. During the scuffle, Doom was accidentally hit by the ray and shrank to nothingness. Presumably, Doctor Doom's only functional reducing ray is still in the possession of the Fantastic Four.



Refrigeration Unit

This small device can be added to either gauntlet of Doctor Doom's armor. It has the potential to freeze a character in a solid block of ice!

First Appearance: FANTASTIC FOUR #23.

Powers:

Ice Generation: To activate this power, Doctor Doom must touch his opponent by succeeding at a Fighting FEAT roll. If successful, the target is completely encased in a block of ice. Breaking free requires a successful Remarkable (30) Intensity Strength FEAT. Given time, the ice will melt like ordinary ice.

Material Strength: Good (10).

Tech Rank: Shift Y (200).

Availability: Doctor Doom has two of these at his disposal in his personal laboratory in Castle Doom.

Ring Imperial

This ring is one of the Crown Jewels of Latveria. It is studded with glorious gemstones and bears the royal crest of Latveria. The ring can be used as a defensive weapon. When activated, the ring emits invisible waves of energy that cause intense pain in anyone near the wearer. When functioning, the ring glows brilliantly.

First Appearance: DAREDEVIL #38.

Powers:

Pain Generation: When this system is activated, all characters in the same area as the ring must attempt a Remarkable (30) Intensity Psyche FEAT roll. Those who fail can do nothing but writhe on the ground in intense agony. Those who succeed act at a −3 CS penalty to all FEAT rolls due to the pain. Psyche FEATs must be attempted each round. The ring has enough energy to function for 10 consecutive rounds.

Material Strength: Remarkable (30).

Tech Rank: Shift X (150).

Availability: Only one Ring Imperial exists. It is worn solely by Victor Von Doom; when not worn, it is locked in his private vault with the other Crown Jewels.

Robotron

This robot is humanoid in shape, looking much like a man in a battle suit. Each of a Robotron's arms ends in an energy blaster. This robot is used mostly as a sentry.

First Appearance: DAZZLER #4.

Statistics:

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	EXCELLENT (20)
Endurance:	EXCELLENT (20)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	60
Karma:	N/A

Powers:

Body Armor: Robotrons are made of Good (10) strength materials, and have Good (10) body armor vs. physical and energy attacks as a result.

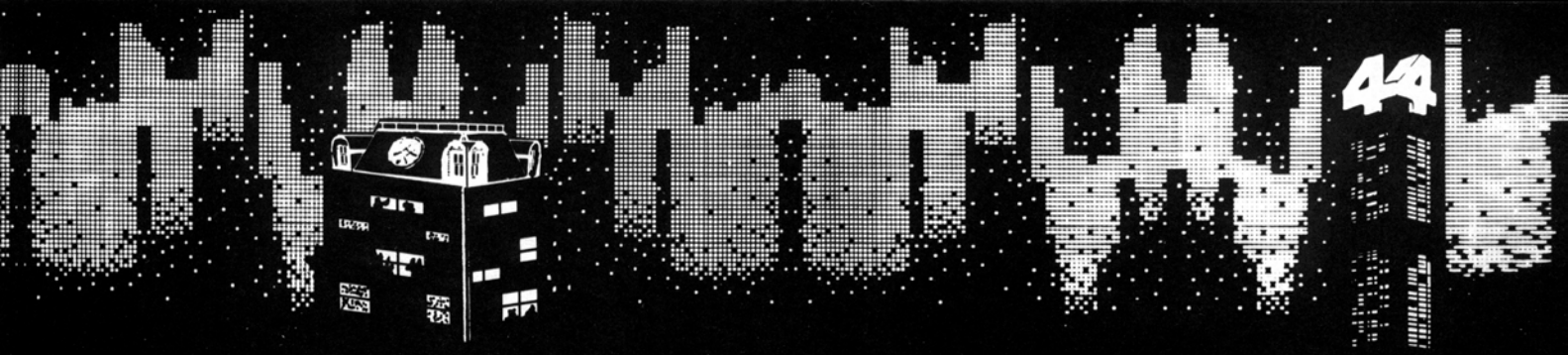
Energy Blaster: Each of the robotron's arms is equipped with one of these weapons. A blaster has a range of 4 areas and inflicts Remarkable (30) energy damage.

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

Talents: None.

Role-Playing Notes: A robotron is an emotionless, sentry robot, programmed to guard prisoners or locations and prevent escape or entry.

Material Strength: Good (10).



Tech Rank: Amazing (50).

Availability: Robotrons are often positioned outside important chambers in virtually all of Doctor Doom's bases around the world outside of Latveria—with orders to shoot intruders on sight.

Saucer-Ship

This futuristic vessel looks like a gold and silver flying saucer with a dorsal fin and two stunted wings. It contains two small decks. The upper deck is the master control room, while the lower is a large cargo hold.

First Appearance: FANTASTIC FOUR #246.

Statistics:

Control:	REMARKABLE (30)
Air Speed:	SHIFT Z (500)
Space Speed:	CLASS 1000 (1000)
Body:	EXCELLENT (20)

Powers:

Flight: The saucer-ship can fly through the Earth's atmosphere at Shift Z speed (200 areas per turn). Through space, it can travel at Class 1000 speed (near interplanetary speed).

Laser Cannons: Three laser cannons can be fired in any direction outside the ship up to a range of 40 areas and inflict Monstrous (75) energy damage.

Non-Detectability: The ship is shielded against nearly all detection devices at Remarkable (30) rank. It cannot be seen by means of visible, infrared, or ultraviolet light, radio waves, conventional radar or sonar, or hard radiation emissions. Its engines run quietly, and cannot be heard by normal ears.

V.T.O.L. Capability: The vessel can land and take off vertically with Remarkable (30) ability. It can also hover in place for extended periods of time.

Material Strength: Excellent (20).

Tech Rank: Class 3000.

Availability: Doctor Doom owns one saucer-ship, which is kept in a hidden hangar beneath the courtyard of the Latverian Embassy in New York City. Its "stealth" abilities allow him to travel undetected between his castle in Europe and the embassy in America.

Seeker

This scaly, green-skinned creature is an android created by Doctor Doom. Both of its powerful arms end in three short metal rods. Its mouth is filled with a metal grid, and a mechanical "eye" is fixed to the top of its head.

First Appearance: FANTASTIC FOUR #144.

Statistics:

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	80
Karma:	12

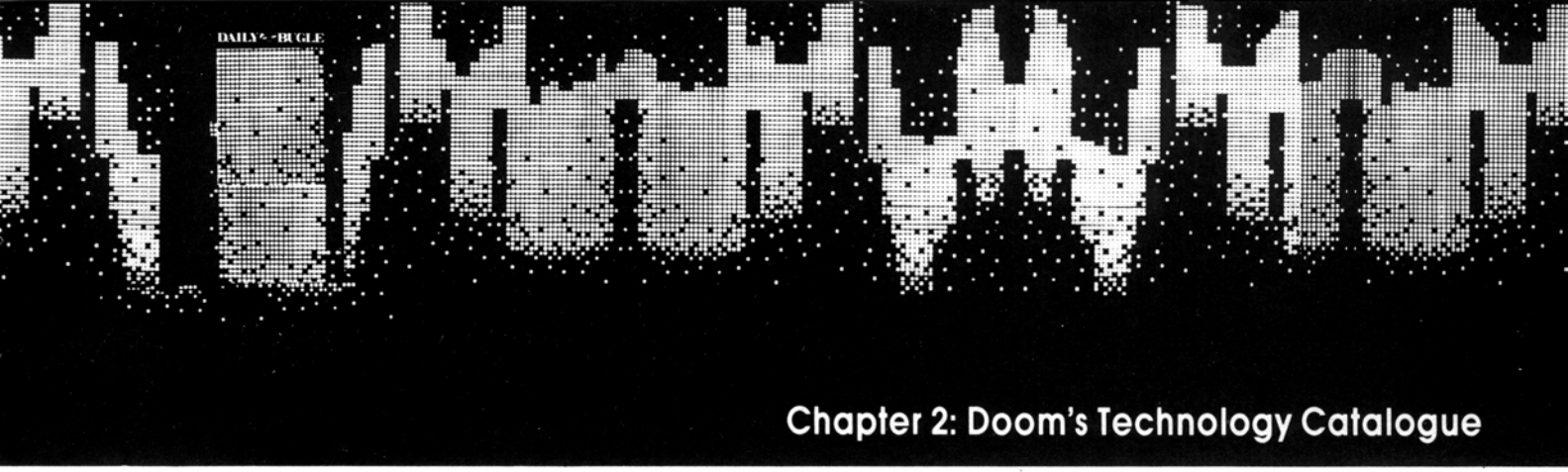
Powers:

Body Armor: Seeker gains Good (10) protection from physical and energy attacks.

Nuclear Discharger Prods: Both of the android's arms end in these weapons, which discharge Incredible (40) Intensity energy. The prods have no range and are only useful in slugfest combat. Consider a bull's-eye result to be a stun instead.

Robotic Form: Seeker cannot be affected by mental or emotional attacks or illusions. It can be harmed by powers that affect machinery, however.

Vibro-Sensor: The electronic eye fixed to the Seeker's forehead allows it to track the bodily vibrations and resonances (heartbeat, brain waves, etc.) of its target. The android must be within Amazing (50) range (20 areas) of its prey for the vibro-sensor to function. Note that the vibro-sensor can detect invisible or hidden characters.



Talents: None.

Role-Playing Notes: The seeker android is a hunter-killer with little personality or reason. It hunts its quarry mercilessly, and never retreats from battle.

Material Strength: Good (10).

Tech Rank: Monstrous (75).

Availability: Doctor Doom built only one seeker android, which was swiftly beaten and reprogrammed by the Fantastic Four. It has been left abandoned in one of Doom's New York bases, long since deactivated.

Silent Stalker

This strange robot stands on four spindly wheeled legs. Four metal arms rise from its cylindrical torso to support a crystalline device, which acts as its brain. The robot is designed to locate and terminate specific individuals.

First Appearance: THOR #183.

Statistics:

Fighting:	POOR (4)
Agility:	EXCELLENT (20)
Strength:	POOR (4)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	58
Karma:	N/A

Powers:

Blasters, Energy or Stunners: Six beam weapons are spaced evenly around the stalker's torso. Each blaster can fire an energy or stunning attack of the robot's choice. Range for both types is 11 areas. Energy blasts inflict Incredible (40) damage on a hit. Stunning blasts are of Incredible (40) Intensity also. A target must succeed at an Incredible (40) Intensity Endurance FEAT or pass out for 1-10 turns.

Because the stalker can spin in place like a top, all six blasters can be fired at the same target in a single round. Each shot after the first has a cumulative −1 CS penalty to hit.

Body Armor: The silent stalker gains Good (10) protection from physical and energy attacks.

Enhanced Senses: The stalker's Remarkable (30) rank senses are used rather than its Intuition when looking for clues, or spotting items and characters.

Infrared Visual Enhancement/"Night Vision": The robot can see up to 5 areas away in total darkness, and suffers no penalties for fighting in the dark.

Lightning Speed: The stalker can roll along the ground at up to Remarkable (30) land speed (6 areas per turn). It can turn without difficulty at top speed, and can accelerate to top speed and stop in a single round.

Stalking: When a photograph of a character is placed inside the stalker's torso, the robot tirelessly hunts down that person. When it comes into contact with its target, the robot either terminates or subdues the victim according to its programming.

Talents: None.

Role-Playing Notes: The silent stalker hunts its quarry mercilessly, but has no programming for personality.

Material Strength: Good (10).

Tech Rank: Monstrous (75).

Availability: Doctor Doom built one silent stalker, which was sent after Doctor Donald Blake (alias Thor). It did not succeed, and is presumably still part of Doom's arsenal in Latveria.

Sonic Drill

This gadget can be inserted into the palm of Doctor Doom's armored gauntlet. It emits a powerful beam which silently drills through matter, such as dirt or rock.

First Appearance: SUPER-VILLAIN TEAM-UP #2.



Powers:
Sonic Drill: The Incredible (40) beam has a range of 1 area, and forms a tunnel 10′ in diameter by disrupting matter of up to Incredible (40) material strength. A passage 1 area long can be made each turn.

Material Strength: Good (10).

Tech Rank: Shift Z (500).

Availability: Doctor Doom has one sonic drill which is kept in his laboratory in Castle Doom.

Spider-Finder

This small hand-held gadget receives impulses given off by spiders. Spider-Man gives off very strong and distinct impulses, and this device is effective at tracking him.

First Appearance: AMAZING SPIDER-MAN #5.

Powers:
Spider-Detection: The device can track spiders and beings associated with spiders at Shift Y (200) range. It tracks down the strongest impulses within range.

Material Strength: Typical (6).

Tech Rank: Shift Y (200).

Availability: See Spider-Wave Transmitter below.

Spider-Wave Transmitter

This is a communication device which employs a captured spider and assorted machinery to emit impulses that can be heard by Spider-Man.

First Appearance: AMAZING SPIDER-MAN #5.

Powers:
Spider-Transmission: The impulse has a range of 5 miles, and can only be heard by beings closely tied with spiders, like Spider-Man. Such characters can easily trace the impulse to its point of origin.

Material Strength: Poor (4).

Tech Rank: Shift Y (200).

Availability: Doctor Doom created these spider-related devices in a hidden laboratory within New York City, where they presumably have lain unused for years.

Stasis Gun

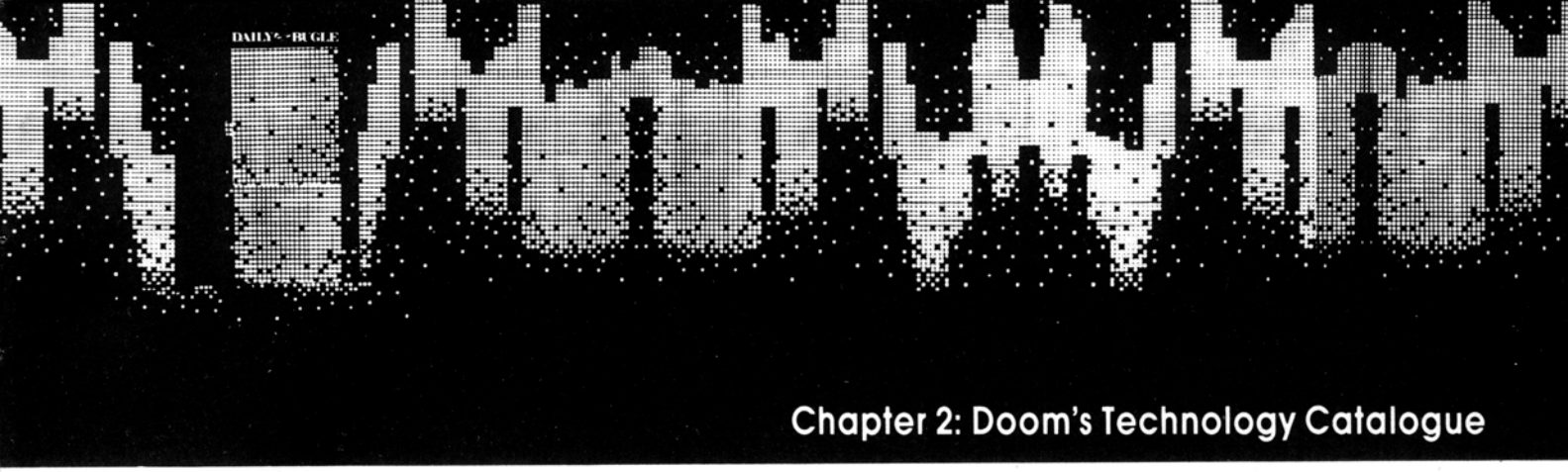
Looking like a short, metal rifle with a forked barrel, this weapon encases its target within a super-hard energy shell. It purportedly has the power to stop even the rampaging Hulk.

First Appearance: SUPER-VILLAIN TEAM-UP #3.

Powers:
Stasis Shell: When fired, the weapon emits a stream of energy up to a range of 1 area. Roll against the shooter's Agility and check results on the Force Column. If the target is hit, he is caught in the stream and surrounded by the energy. At this point, the stasis shell has Incredible (40) Strength.

If the stream is maintained for one full round, the stasis shell solidifies, gaining a permanent Strength of Unearthly (100). If the stream is interrupted or halted before one round has passed, the energy shell does not solidify and immediately dissipates.

Victims "freeze" in place, and have no need of nourishment or air. Nearly all bodily functions are suspended. They can, however, see, hear, smell, and feel what is happening around them. A victim can make a single attempt to break free the first round in stasis. If the shell has solidified, this requires an Unearthly (100) force attack or Strength FEAT. The stasis shell is permanent until destroyed, either by reversing the gun's polarity and draining the shell, or by some other more-powerful means. The stasis gun can be fired once per round, and can fire 10 times before needing a recharge.



Material Strength: Excellent (20) (gun).

Tech Rank: Shift Y (200).

Availability: The original stasis gun was destroyed by the Sub-Mariner. It is certainly likely that other stasis guns are kept within the armories of Castle Doom.

Stun-Shocker

This small weapon, meant to knock opponents unconscious, can be added to the inside of either gauntlet of Doom's armor.

First Appearance: SUPER-VILLAIN TEAM-UP #3.

Powers:

Stun-Shock Pulse: This device radiates stunning energy around Doctor Doom. All characters within the same area must make an Amazing (50) Intensity Endurance FEAT or be knocked out for 1-10 rounds.

Material Strength: Typical (6).

Tech Rank: Class 1000.

Availability: Doom has only one of these devices; when not in use, it is stored in Castle Doom.

Swarmbots

Swarmbots are small multi-purpose robots built in a variety of small, beetle-like shapes. Although not individually powerful, Doom designed them to attack in a huge swarm to keep foes occupied and confused.

First Appearance: FANTASTIC FOUR ANNUAL #20.

Statistics:

Fighting:	POOR (4)
Agility:	GOOD (10)
Strength:	POOR (4)
Endurance:	TYPICAL (6)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	24
Karma:	12

Powers:

Body Armor: Swarmbots are made of Typical (6) strength materials and have Typical (6) rank body armor.

Flight: Swarmbots can fly by leg-mounted rockets at Typical (6) airspeed (6 areas per turn).

Force Blasts: Each swarmbot is armed with a Good (10) Intensity force blast with a range of 4 areas.

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

Self-Assembly & Integration: A swarmbot can combine itself with two other swarmbots to form a single integrated robot (powers & attributes enhanced +3 CS above normal) in two rounds.

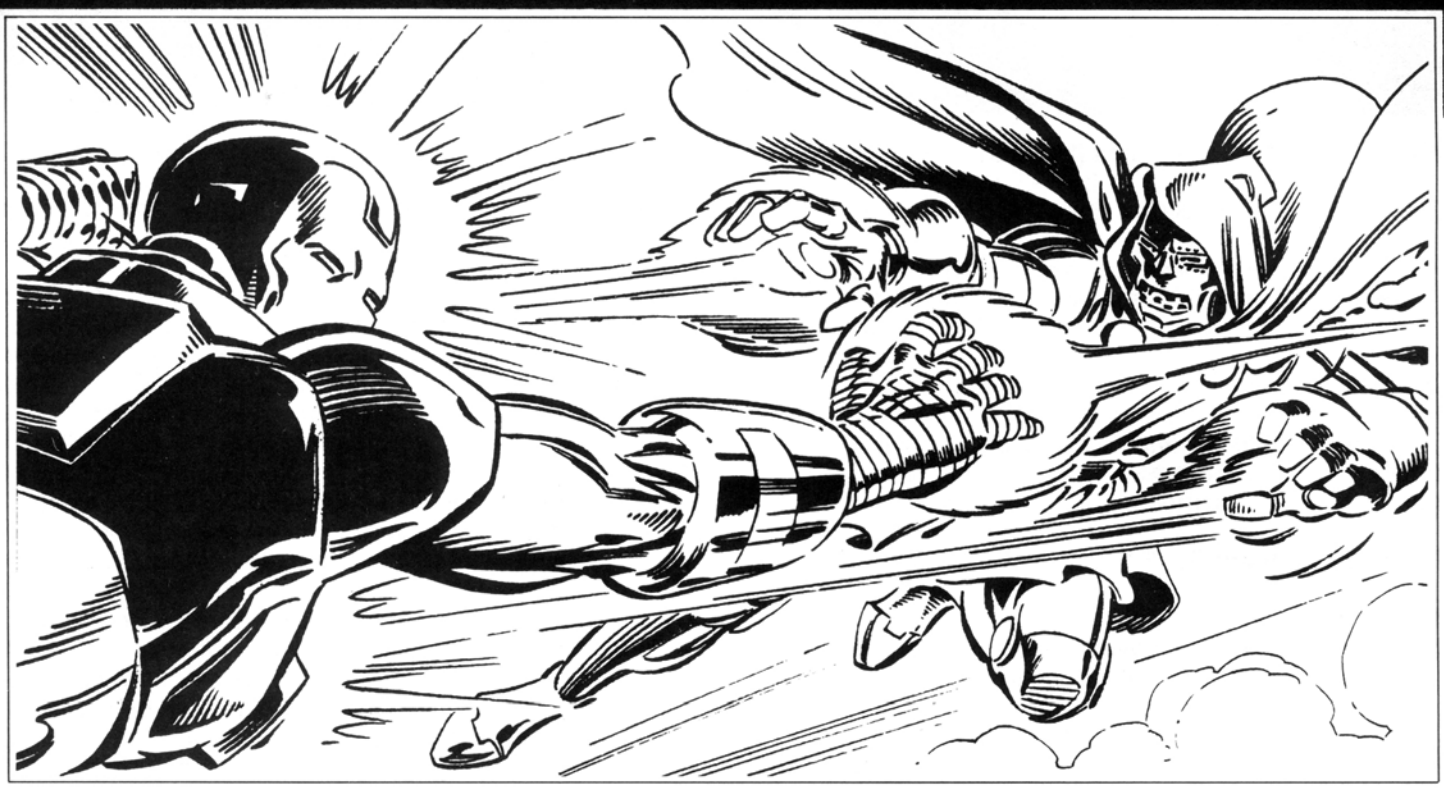
Talents: None.

Role-Playing Notes: Swarmbots have simple personalities with artificial speech and memory cores to record and receive information. All swarmbots can respond to various commands (from programs to verbal commands to various pitches designed to override programming and ready it for new orders).

Material Strength: Typical (6).

Tech Rank: Monstrous (75).

Availability: Doctor Doom has over 100 of these small robots readied and stored in his Adirondacks castle.



Thermo-Lance

This device consists of a heavy insulated metal rod attached by cables to a large generator.

First Appearance: FANTASTIC FOUR #350.

Powers:

Energy Generation: The thermo-lance can channel over "a million megavolts of energy" into its victim, causing Shift X (150) energy damage. The target must succeed at a Shift X (150) Intensity Endurance FEAT or fall unconscious for 1-10 turns. Attached to an immobile machine, the lance can only be used on victims within the same area.

Material Strength: Excellent (20).

Tech Rank: Amazing (50).

Availability: The only known thermo-lance is found in a laboratory within Castle Doom.

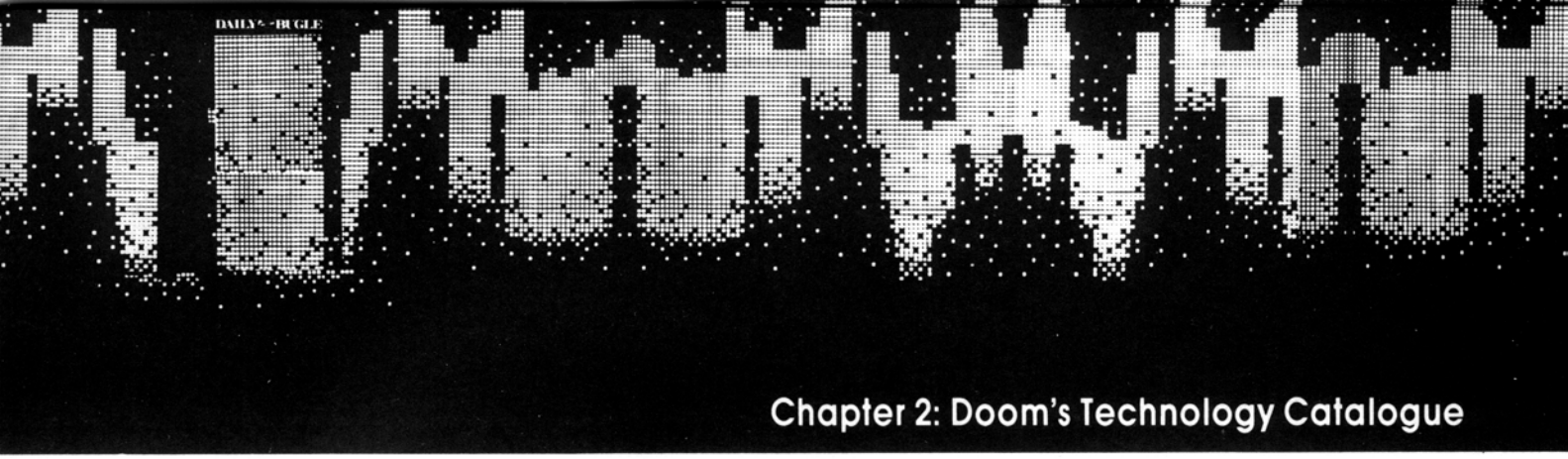
Time-Bot

Constructed of glittering red metal, the time-bot is mighty to behold. Its head looks like a medieval knight's pot helm, with dispassionate eyes shining within. It can fire a ray capable of sending targets back in time.

First Appearance: THOR #409.

Statistics:

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	INCREDIBLE (40)
Endurance:	INCREDIBLE (40)
Reason:	GOOD (10)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	120
Karma:	N/A



Powers:

Body Armor: The time-bot is fashioned from Remarkable (30) strength materials, gaining Remarkable (30) rank body armor as a result.

Flight: From jets in its boots, the robot can fly at Remarkable (30) airspeed (15 areas per round).

Force Field: The time-bots personal force field gives it Unearthly (100) protection from all types of attacks. It cannot maintain a force field while using its weapons.

Time Ray: This Incredible (40) rank energy beam has a range of up to 11 areas away. It sends its target back in time to Earth's Mesozoic Era. After 1-10 turns, the victim suddenly reappears at the point where he was struck by the ray. Inanimate objects struck by the beam are also automatically affected. The robot can either send such objects back in time for 1-10 turns, or confine them in the time stream. Confined items can be returned to the present by the robot at a later time, often when commanded to do so by Dr. Doom.

Talents: None.

Role-Playing Notes: The time-bot is an efficient and emotionless servant. It does not speak, only carrying out its orders with mindless grim determination.

Material Strength: Remarkable (30).

Tech Rank: Unearthly (100).

Availability: Doctor Doom built one time-bot, which was recently destroyed in battle with the mighty Thor.

Time Displacer

Doctor Doom created this machine after being displaced as Latveria's monarch. It looks like a human-sized steel vice covered with circuitry and blinking lights. It requires the energy from mystic artifacts of awesome power (such as Mjolnir, Thor's hammer) to function. Once activated, it has the power to hold entire towns in stasis.

First Appearance: THOR #410.

Powers:

Time Displacement: The machine emits an invisible force which can be directed against an area as large as two square miles. The device must be placed within 5 miles to affect a certain area. Everything in the affected region comes to an immediate halt as time is suspended. Inanimate objects, as well as living creatures, are affected.

The effect persists until the machine is switched off or until its power source is removed. During this time, affected characters do not age or suffer from hunger or thirst. Such characters are at the mercy of anyone who is immune to the effect, such as Dr. Doom.

Limitation: The time displacer requires a source of mystical energy to function. Doctor Doom used Thor's hammer. Only an artifact of similar might will suffice.

Material Strength: Excellent (20).

Tech Rank: Shift Y (200).

Availability: Doctor Doom built one model of the time displacer and it was destroyed by Thor.

Time Platform

One of Doctor Doom's most ingenious creations is a functioning time machine. It consists of a platform measuring 10′ × 10′ × ½′ and a separate control console. Subjects to be sent forward or backward in time stand on the platform, while the operator stands to one side and activates the machine by means of the control console.

First Appearance: FANTASTIC FOUR #5.

Powers:

Time Travel: The machine can be used to instantly transport characters to virtually any time and place in Earth's timestream. The operator can instantly return the travelers by manipulating the control console. Doctor Doom does not require the console to return to his own time—he can use the time-circuitry built into his armor. Thus, he can venture into time and return on his own, without relying on someone to bring him back.

Time travel can be a tricky business. It works in the MARVEL UNIVERSE™ in such a way that a character traveling into the past cannot change his own past—his past continues to exist as it had before. Instead, the character causes a divergent timeline to exist, exactly parallel to the character's original timeline. Thus, the future cannot be negated by manipulating events in the past. Upon returning to his own time, the character finds his world unchanged.

As with the past, there are many alternate future timelines that a character can reach from the present. It is impossible to know which timeline will become the actual timeline of the MARVEL UNIVERSE until it becomes current history, not the future.

Material Strength: Excellent (platform); Good (10) (control panel).

Tech Rank: Unearthly (100)

Availability: The Fantastic Four own one of Doom's original time machines. Doom has built another which he has at his disposal in the Citadel of Doom.

Time-Shift Bomb

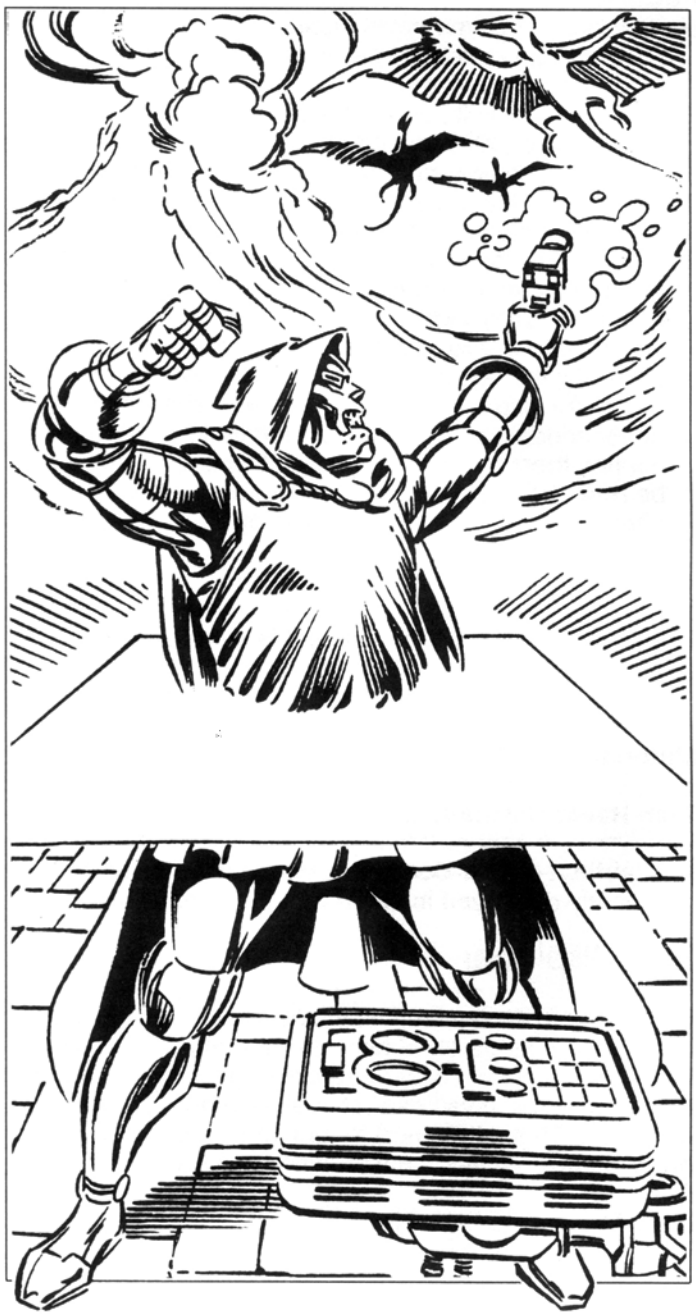
This small device is the size of a baseball, appears to be made of glass, and contains swirling, multi-colored gases or energy. When thrown, it explodes on contact, shifting all targets in the blast radius two seconds into the past.

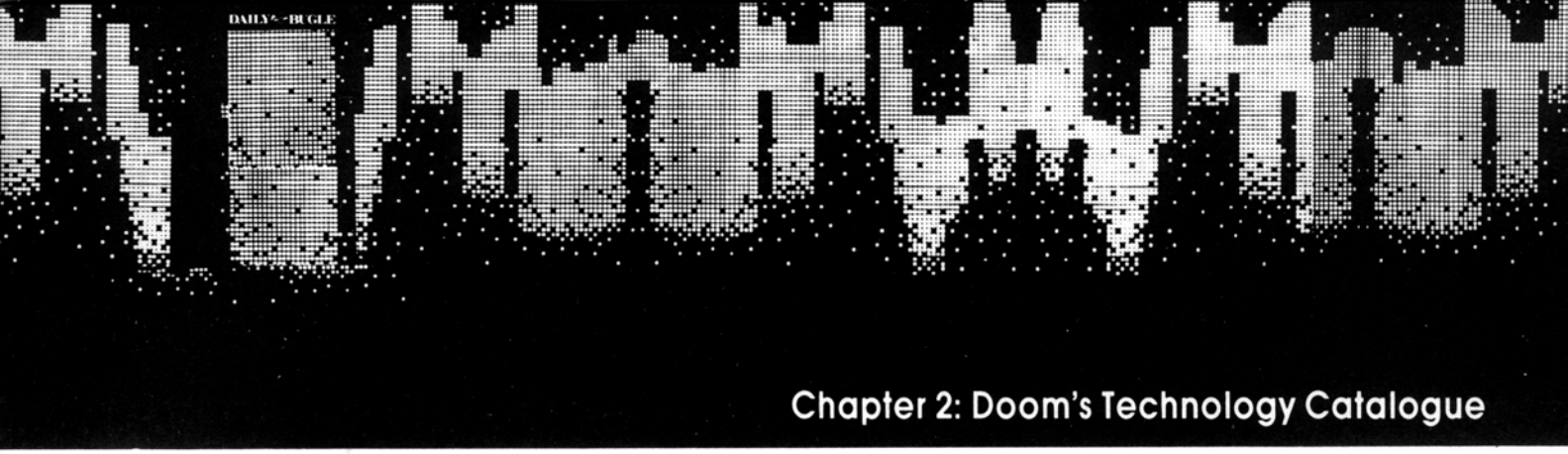
First Appearance: FANTASTIC FOUR #318.

Powers:

Time Shift: The bomb shifts all characters in the area where it explodes two seconds into the past for 1d10 rounds. Each character may attempt an Excellent (20) Intensity Agility FEAT roll. Those who succeed dodge the effect and are unaffected. All others in the area of effect become time-shifted for 1-10 rounds.

This device could possibly be derived from Doom's time platform technology. The grenade activates a rapidly fluctuating time platform around its area of impact and moves targets two seconds into the past.





These targets are then rapidly shuffled forward in time by increments of seconds, but they seem ephemeral to those around them due to the rapidly time shuffles and after-images.

Material Strength: Good (10).

Tech Rank: Unearthly (100).

Availability: Doctor Doom has used one of these in the past, and it is likely that he has others.

Tractor Beam

These are Latveria's first line of defense. Doom is an intelligent man, and realizes that intruders can be of more value alive than dead. Thus, he employs tractor beams to capture aircraft that enter Latverian air space without permission. Should the intruder avoid the tractor beams, however.. . . Well, it's never been heard of happening . . . or at least no one has returned to tell the tale of any such occurences.

First Appearance: SUPER-VILLAIN TEAM-UP #6.

Powers:

Tractor Beam: The beams are fired from installations on the ground, and have a range of 40 areas. Crews of warrior robots shoot the weapons—use their Good (10) Agility to resolve attacks. Aerial vehicles can try to dodge the beams using Control attributes or the pilot's Agility, whichever is lowest. Flying heroes roll against their Agility as normal.

If the target is hit, it is held in a field of energy with Monstrous (75) Strength. A character can break free by succeeding at a Monstrous (75) Intensity Strength FEAT. A vehicle can escape by succeeding at a Monstrous (75) Intensity Speed FEAT, but if the vehicle's roll is a White result, its engine has burned out and is useless until repaired.

Material Strength: Remarkable (30) (beam projector).

Tech Rank: Shift X (150).

Availability: The borders of Latveria are protected by 50 hidden tractor beam installations, all of which are individually manned by a squad of five warrior robots (and three dormant backup robots) at all times.

Vertigo Beam

Doctor Doom most commonly uses this device as a trap for unsuspecting heroes. The vertigo beam apparatus can be concealed in a wall, floor, or ceiling. When the trap is sprung, the invisible beam strikes the victim, causing him to lose all sense of balance and concentration. Other versions of the vertigo beam could easily be adapted, such as a hand-held model.

First Appearance: FANTASTIC FOUR #246.

Powers:

Vertigo Beam: A Remarkable (30) Intensity invisible beam is fired from the device up to a range of 3 areas. Using Remarkable as the beam's effective Agility, a Green result means the target has been hit. If hit, the target must attempt a Remarkable (30) Intensity Psyche FEAT. If successful, the character shakes off the effects of the vertigo beam. If the Psyche FEAT is missed, the victim cannot concentrate, loses all sense of balance, and falls to the ground for 1-5 turns. During this time the character cannot take any actions or use any powers that require even the smallest amount of concentration. (For example, the Thing's body armor and great strength do not require concentration, but he must concentrate for him to punch something—he misses hopelessly after the vertigo beam takes effect.)

Limitation: This device only affects organic beings, and consequently has no effect upon robots or androids.

Material Strength: Good (10).

Tech Rank: Monstrous (75).

Availability: Doctor Doom has one working vertigo beam in a pit trap within the Latverian Embassy in New York City; he also has plans for other models within Castle Doom.

Vibration Machine

Knowing that Castle Doom rests on a faultline, Doctor Doom built this device as a type of self-destruct mechanism. If the castle should ever be taken, Doom can remotely activate the vibration machine, causing an earthquake that will destroy the stronghold.

First Appearance: ASTONISHING TALES (Vol. 1) #3.

Powers:

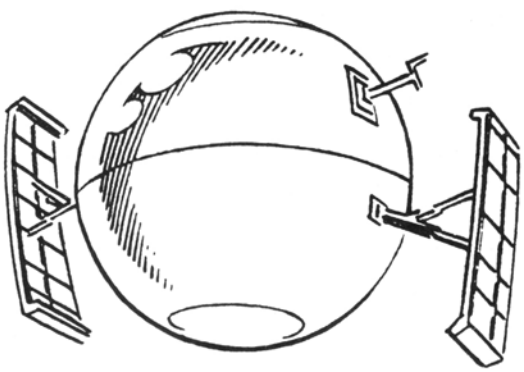
Limited Earth Control: Since this machine can only cause an earthquake, it has a limited form of the Earth Control power as detailed in the Basic Set rule book. The earthquake is of Monstrous (75) Intensity, and only affects Castle Doom and its surrounding two areas. Anyone caught within the castle walls during the quake suffers a Monstrous (75) edged attack from falling debris.

Remote Control: The machine can be activated with a hand-held device up to a Monstrous (75) distance of 40 areas.

Material Strength: Excellent (20).

Tech Rank: Unearthly (100).

Availability: Doctor Doom has one vibration machine set in the foundation of Castle Doom.



Vibro-Bomb

This device is a metal sphere covered with electronic circuitry and blinking lights. It measures 10′ in diameter. The vibro-bomb is not really a bomb, but is a strange satellite with a horrible purpose: the vibro-bomb has the power to force everyone on Earth to obey Doom's will.

First Appearance: FANTASTIC FOUR #144.

Powers:

Vibration Ray: When the vibro-bomb is in orbit, it sends forth energy across the surface of the planet below. Citizens across the planet are immediately affected—their eyes turn blank as their minds drain of thought, readying them for the control of Dr. Doom.

Whenever a character tries to thwart the will of Doom, he must first succeed at a Red Psyche FEAT roll before he can act independently. The effects of the ray last for as long as the vibro-bomb is operational.

Rocket: The vibro-bomb was originally carried into orbit in the nose of a three-stage rocket:

Statistics:

Control:	INCREDIBLE (40)
Air Speed:	Shift X (150)
Body:	EXCELLENT (20)

Material Strength: Excellent (20).

Tech Rank: Unearthly (100) (vibro-bomb); Monstrous (75) (rocket).

Availability: Doctor Doom created one vibro-bomb that was destroyed in orbit when his spaceship collided with it during a struggle with Darkoth the Death-Demon. Doom has yet to deploy another vibro-bomb, but plans still remain within Castle Doom.



Vortex Machine

This defensive system is a feature of Castle Doom, and is designed to protect the courtyard by creating an artificial cyclone. The machine itself looks like a huge steel cannon with metal fan blades affixed to one end.

First Appearance: FANTASTIC FOUR #200.

Powers:

Limited Wind Control—Cyclone: The vortex machine creates a small tornado that fills 1 area. The tornado grows at the rate of 1 area wide and 2 areas high per turn, to a maximum of 6 areas in diameter and 12 areas tall. Anyone caught within the vortex suffers an Amazing (50) Intensity force attack. The winds are strong enough to move objects weighing up to 1 ton.

Material Strength: Good (10).

Tech Rank: Unearthly (100).

Availability: Doctor Doom has one of these devices protecting the courtyard of Castle Doom.

Warrior Robots

These robots resemble hulking humans with purple and gray armor, but they are obviously constructs. Warrior robots are able to speak and are programmed to follow Doom's orders and to protect his various strongholds from invasion. These are Doom's most common robots.

First Appearance: FANTASTIC FOUR #85.

Statistics:

Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	POOR (4)
Intuition:	POOR (4)
Psyche:	POOR (4)
Health:	60
Karma:	N/A



Powers:

Blaster, Energy or Force: These robot soldiers carry blasters capable of firing Remarkable (30) Intensity beams of either force or energy. Range is 8 areas.

Body Armor: Warrior robots are built of Good (10) strength materials, giving them a Good (10) rank body armor.

Computer Link: The robots are in direct communication with Doom's various security systems in whatever area they guard. When an alarm is raised, they are always programmed to respond, other robots called in as needed. Range of the link is 10 miles.

Exotic Weaponry: Doom occasionally equips his troops with various high-tech weapons. Usually only one trooper in any given unit carries an individual weapon. Options include:

- *Antimatter Extrapolator*
- *Electro-Shock Pistol*
- *Insulato-Shield*
- *Stasis Gun*
- *Stun-Shocker*

Infrared Scope: The blaster of one warrior robot in every squad is equipped with an infrared viewing scope, enabling the trooper to view invisible persons. The scope has Remarkable (30) rank detection.

Robotic Form: These soldiers are immune to mental, emotional, or illusory attacks, but can be harmed by powers that affect machinery.

Talents: None.

Role-Playing Notes: Warrior robots are devoid of any human-like personality. They follow orders with grim determination and unquestioning loyalty.

Material Strength: Good (10).

Tech Rank: Amazing (50).

Availability: Having over 1,000 of them built and ready at all times, warrior robots comprise the bulk of Doom's mechanical army. They patrol his strongholds and weapons installations in squads of 10, and guard more sensitive areas in specially-equipped pairs.

XZ-12 Device

This large machine consists of a computer console attached to three glass and steel capsules by thick cables. One subject is placed in each capsule. When the device is activated, one of the subject's inherent abilities is increased to superhuman level.

First Appearance: FANTASTIC FOUR #23.

Powers:

Ability Enhancement/Power Endowment: The XZ-12 machine enhances one of the subject's attributes or natural abilities to a maximum of Incredible (40) rank. The machine's operator determines exactly which attribute or ability is affected, and what the power rank will be. The device can only be used once on a character, and only to grant the character one permanent power.

The machine only enhances abilities already present in the character. For instance, it cannot grant a person the power to fly because humans cannot fly. However, a fast runner could be given the power of Lightning Speed, for example. A character skilled at fire-walking could be granted Resistance to Fire and Heat, while a skilled hypnotist might be given a Mind Control power.

Material Strength: Good (10).

Tech Rank: Monstrous (75).

Availability: Doctor Doom has one of these machines in a hidden laboratory within New York City.



MARVEL SUPER HEROES is a trademark of Marvel Entertainment Group, Inc.
©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc.
Game Play Elements Copyright ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

6906XXX1902

MARVEL™ SUPER HEROES

CAMPAIGN SET



Deeds of Doom

by Anthony Herring

MARVEL™ SUPER HEROES
CAMPAIGN SET

DEEDS OF DOOM

by Anthony Herring

TABLE OF CONTENTS

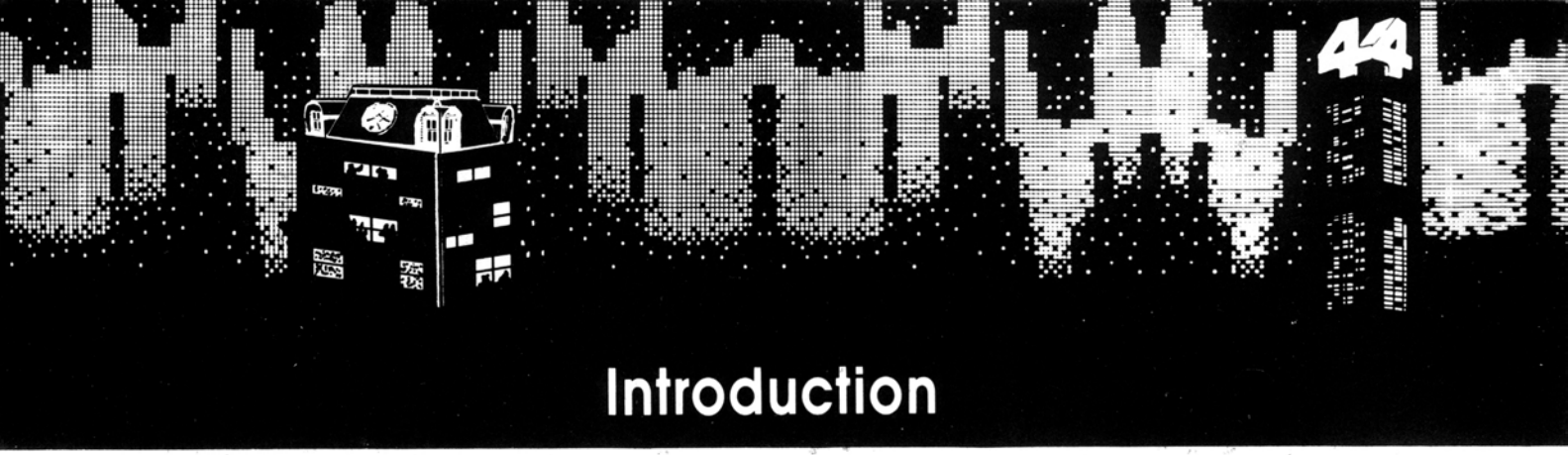
Introduction 2
Where Walks the Doomsman! 4
Chapter 1: Recent Happenings 4
Chapter 2: Stakeout in the Park 7
Chapter 3: Thief in the Night 8
Chapter 4: Magic and Mayhem 9
Chapter 5: Into the Lion's Den 11
Chapter 6: The Doomsman Walks! 17
Grave Plots 20
Scenario 1: Grand Theft Android 20
Scenario 2: Battle at the Embassy 21
Scenario 3: Hunting Party 23
Scenario 4: Day of the Doombot 24
Scenario 5: Andro, Lord of Androids 25
Non-Player Character Roster 27



CREDITS

Design: Tony Herring
Editing: J. Robert King and Steven E. Schend
Cover Art: Joe Sinnott
Interior Art: Jerry Ordway & John Statema
Typography: Tracey Zamagne
Cartography: Dennis Kauth
Production: Paul Hanchette

This book is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc. and Marvel Entertainment Group, Inc. Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR, Ltd. Distributed to the toy and hobby trade by regional distributors. The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any similarities to persons living or dead are merely coincidental.
MARVEL SUPER HEROES, MARVEL UNIVERSE, DR. DOOM and all Marvel characters, character names, and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission.
©1992 Marvel Entertainment Group, Inc. All Rights Reserved.
The TSR logo is a trademark owned by TSR Inc. Copyright ©1992 TSR, Inc. All Rights Reserved.
Printed in the U.S.A.



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 *Lands 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*.

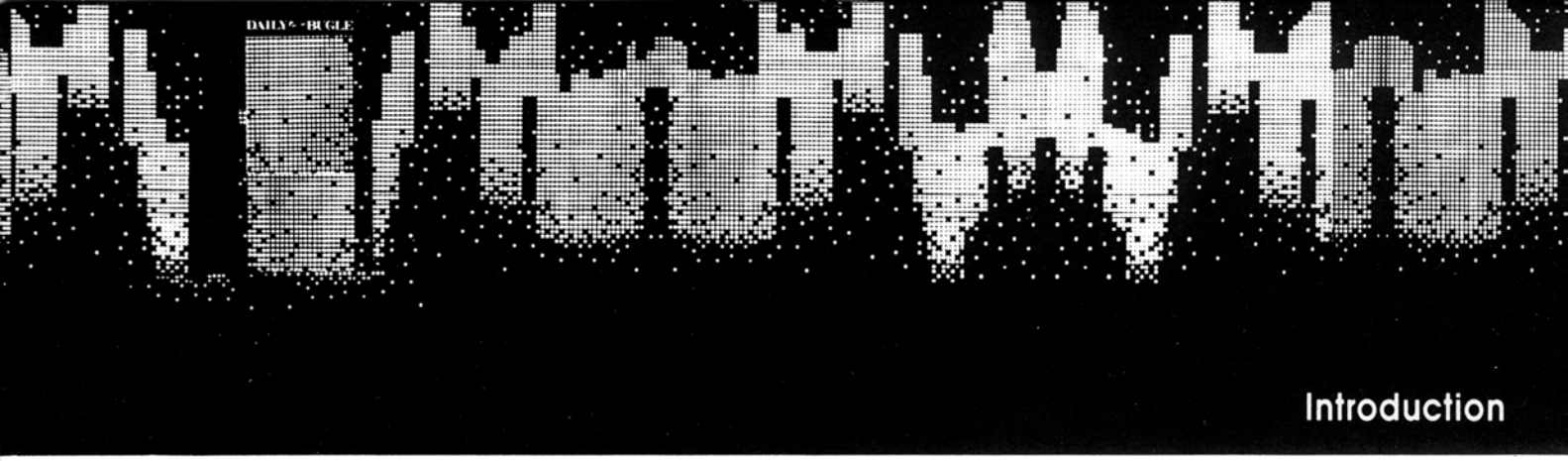
Chapter Flowchart

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.

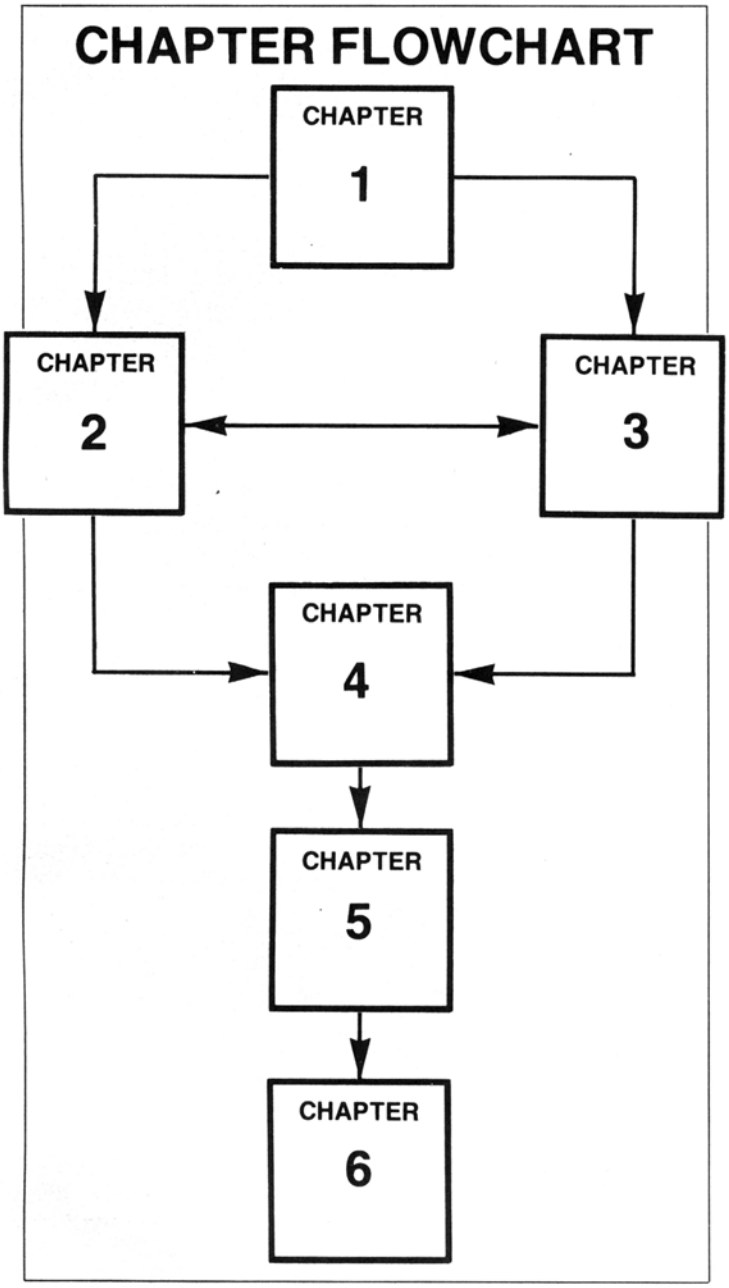
Because PCs can be highly unpredictable, they may go through chapters in a different order, or skip a chapter entirely. Be ready to improvise, knowing that almost anything goes. If the adventure has gotten out of control, refer to the Chapter Flowchart and create NPC encounters to get the heroes back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



Introduction



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!

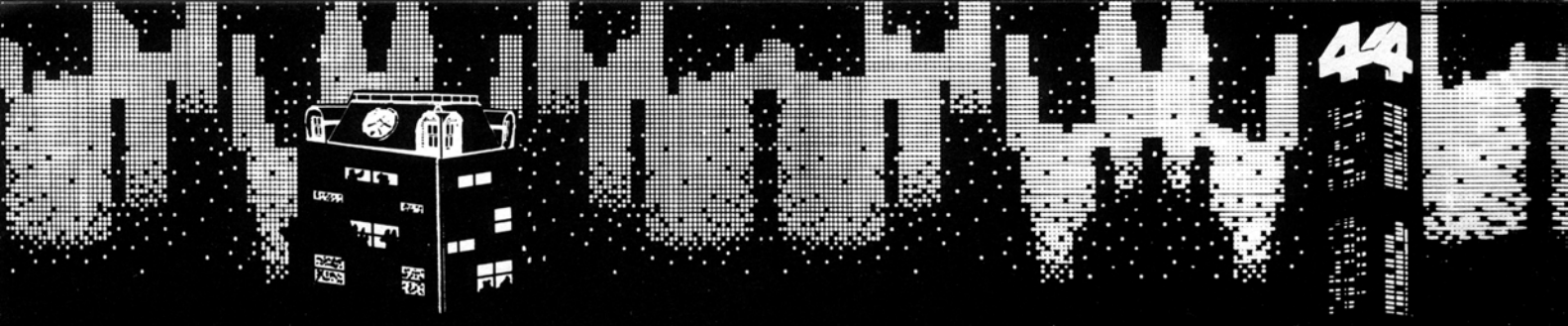
In the project's final stages, members of the "Latverian Pacifist Society" visited Kriegslieber and revealed to him Doctor Doom's real plan. Shocked, Kriegslieber offered to destroy the android. The Society members convinced him that the android should not be destroyed, but harnessed for the cause of 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."

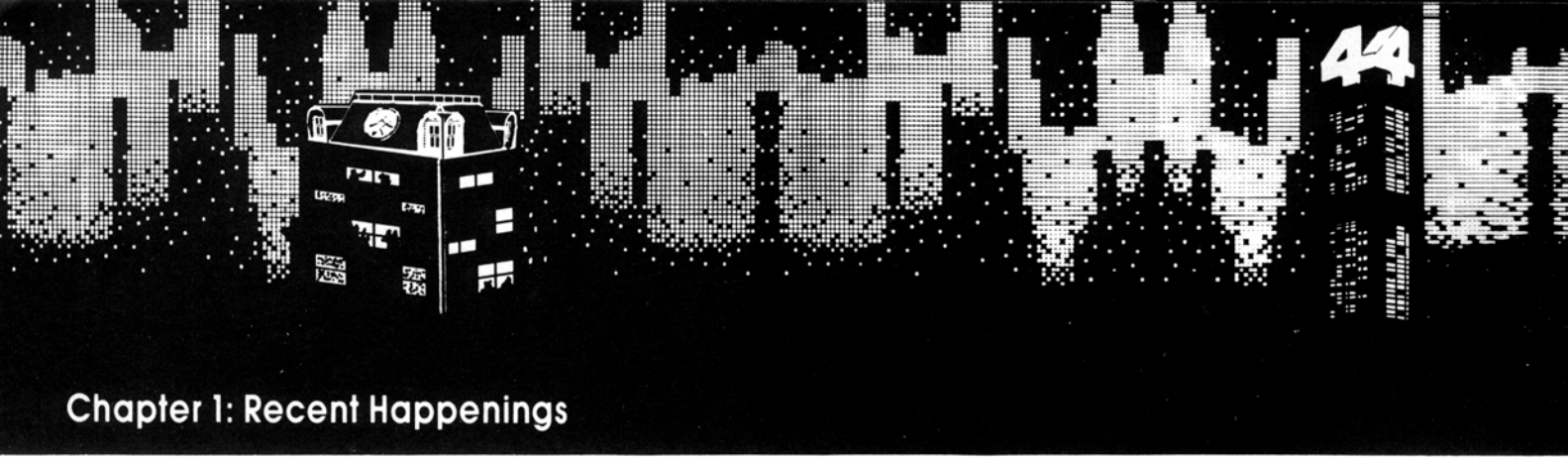
Do you think the blackouts are connected to the murders? "I've looked into that," says Limply defensively, "Maybe the murderer uses the dark to nab the victims, or stash them, but otherwise it's just a coincidence."

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.



Chapter 1: Recent Happenings

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? "Its 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 programed 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.

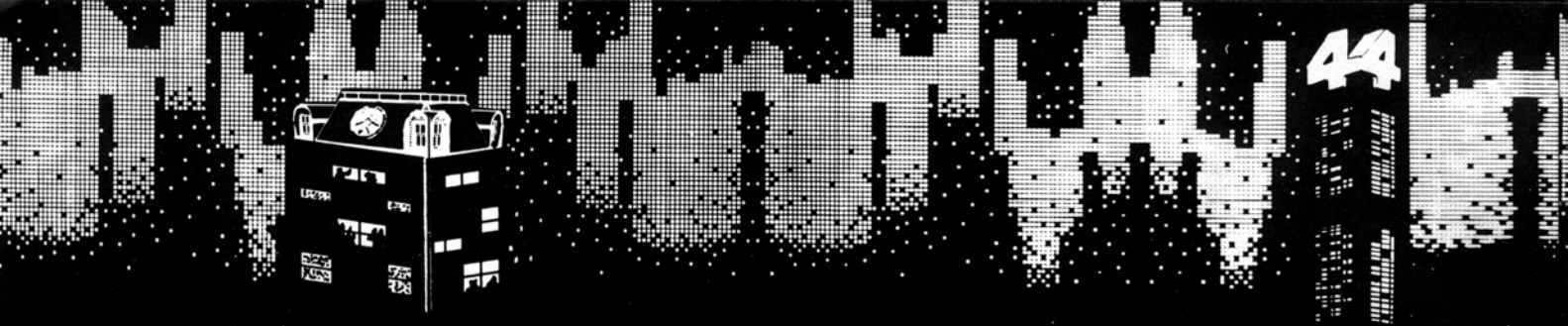
By means of this scan, Cynthia can gather and store massive amounts of information about the characters: their physical characteristics (height, weight, etc.); their level of mental activity (Reason); their complete genetic codes; what powers they possess; and whether they are aliens, mutants, synthetic 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 −2 CS 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 −1 CS.

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.

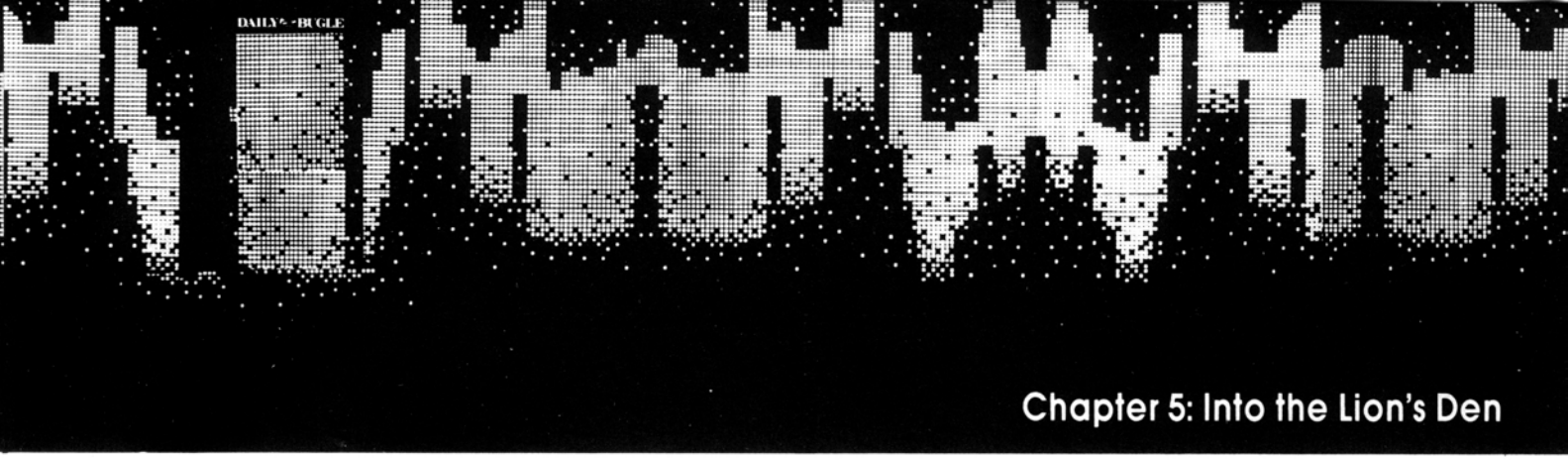
Doors: All doors in the complex (except those in Kriegslieber's living quarters) are electronically controlled and made of high-strength steel (Amazing (50) material strength). The doors within the scientist's living area are made of wood (Typical (6) material strength). In the wall beside every steel 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 +1 CS 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:

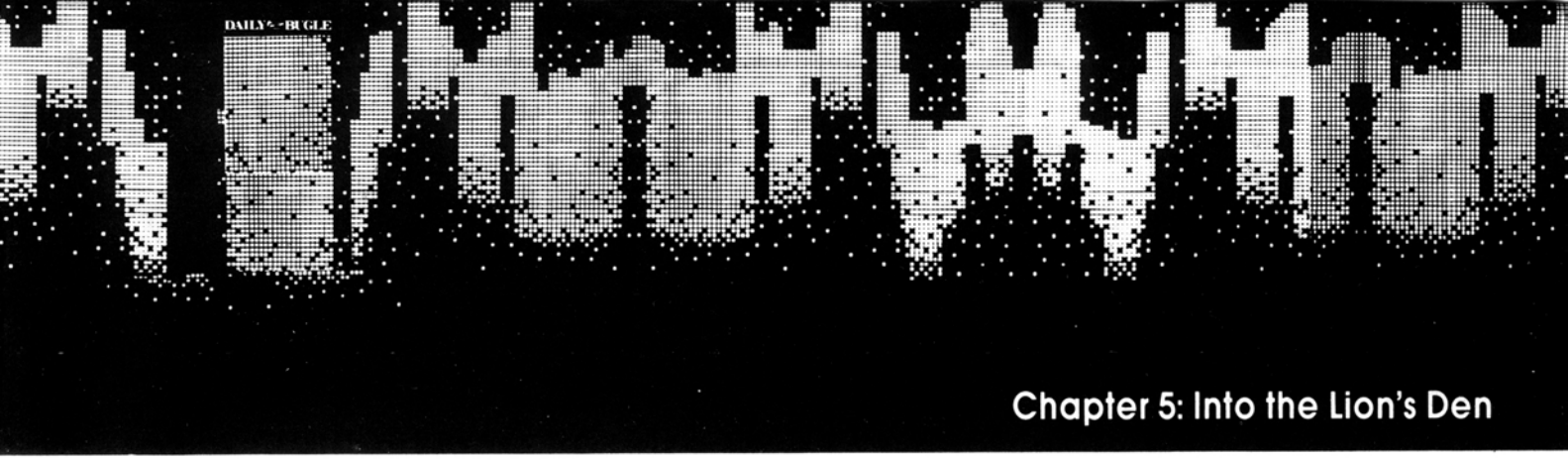
- Open, close, and lock all doors in the complex.
- View all areas on the map (except the living quarters) on any video monitors that haven't yet been destroyed.
- Control Gerda (see area 3a description), seeing and hearing through her eyes and ears and commanding her to perform actions (if she is still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

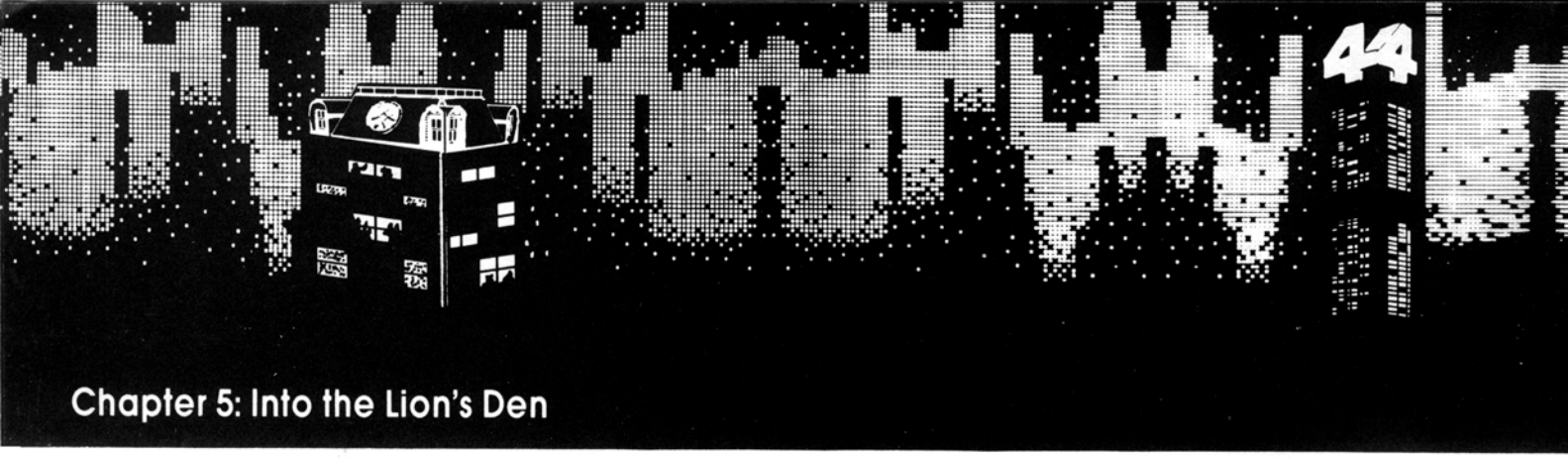
Captured heroes find themselves awaking encased in globes of Doctor Doom's power transference machine, located in the central area of the main lab (area 7). At the controls to this hideous contraption stands Doctor Doom, himself! (Actually, it is not really Doctor Doom, but a robotic replica of him—a 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 transferrance 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 +3 CS on all combat FEATs during battle.



Chapter 5: Into the Lion's Den

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 *Lands 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 peal 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."

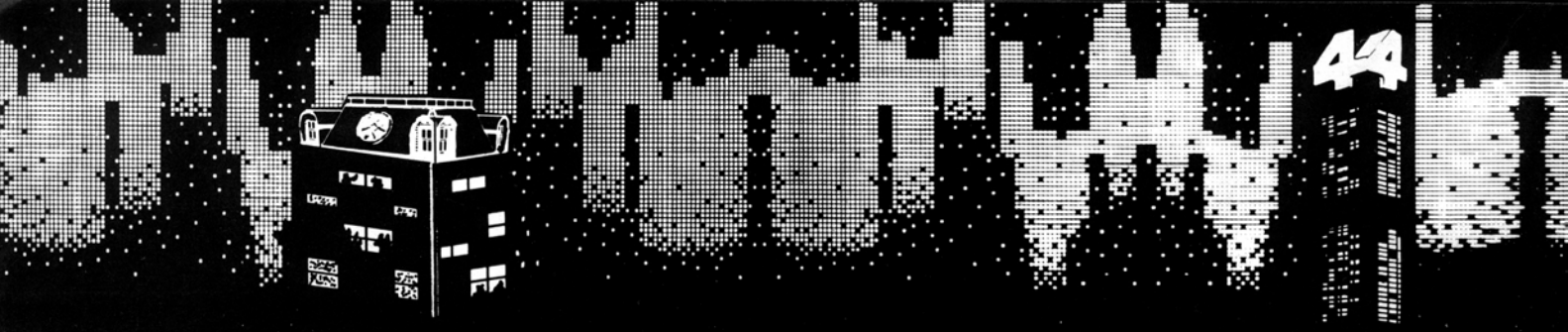
Doctor Doom flips a switch and a nearby video screen flickers to life. A scene of mass destruction plays across it. In glaring electronic images, the PC heroes witness the Doomsman stalk the helpless people of Doomstadt. In the forehead of the monster, a green gemstone is embedded and glows with a sickly 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.



Chapter 6: The Doomsman Walks!

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.

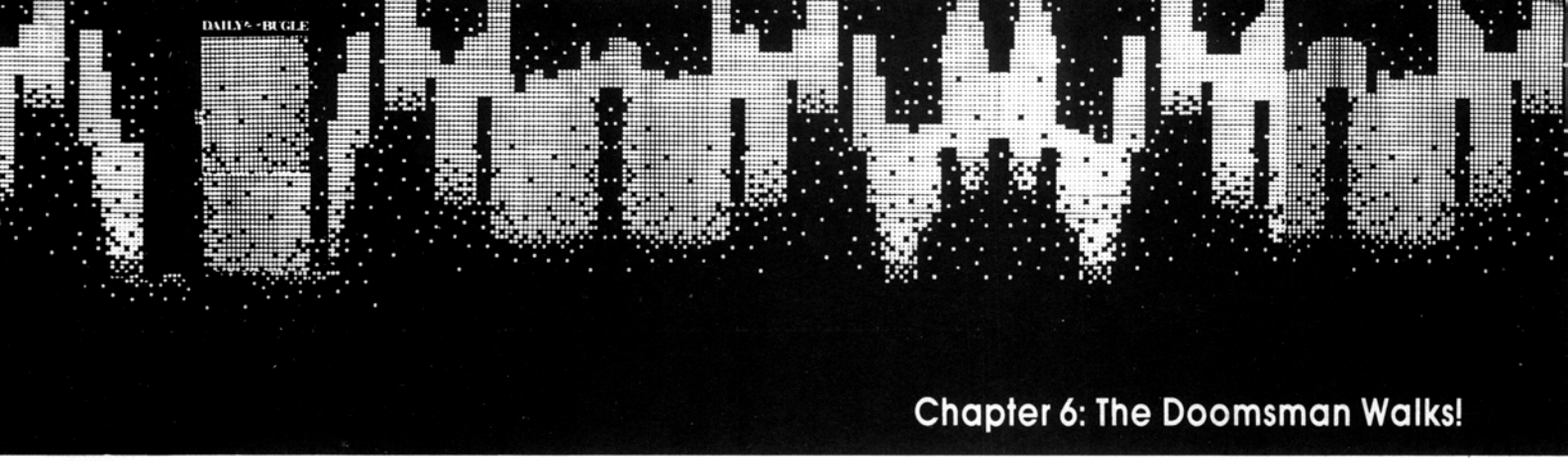
If the heroes don't have their powers, there are a couple of ways for them to get them back. Doom was partially correct: the heroes must concentrate upon the Dragon's Eye. However, they must also either touch the gemstone or be zapped by its emerald beam at the time they are concentrating. When either 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 −1 CS 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 +1 CS 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?

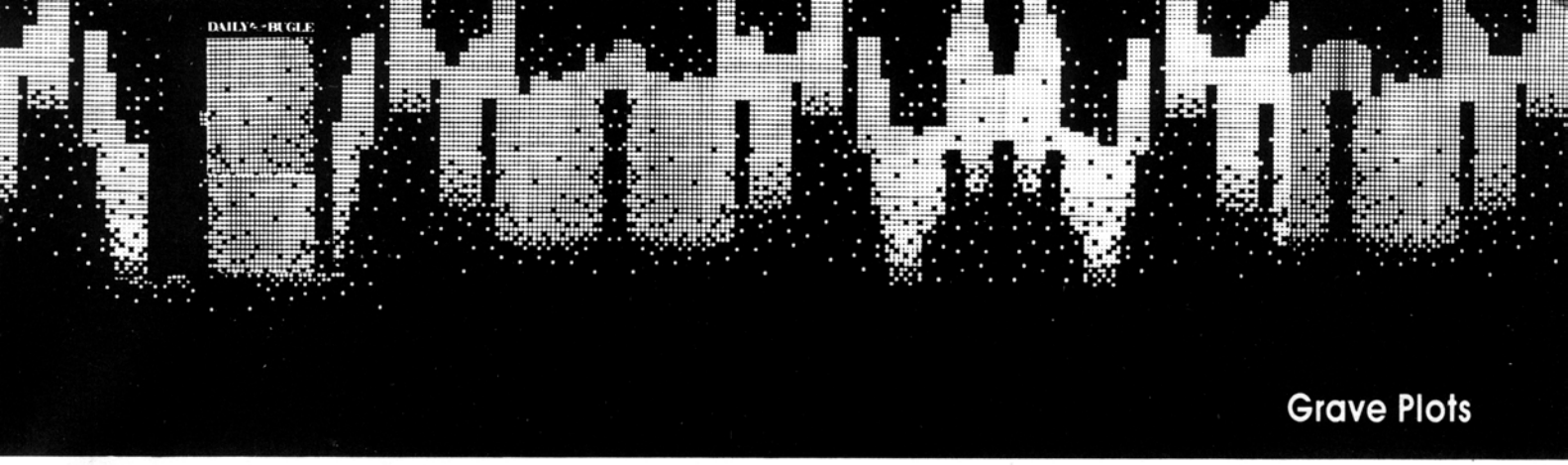
ENCOUNTER: The blue-skinned Andromites are members of the Doomsman's android army, and look exactly like him. They have been teleported here from their leader's hideout. Their statistics can be found in the Non-Player Character Roster at the end of this book.

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:

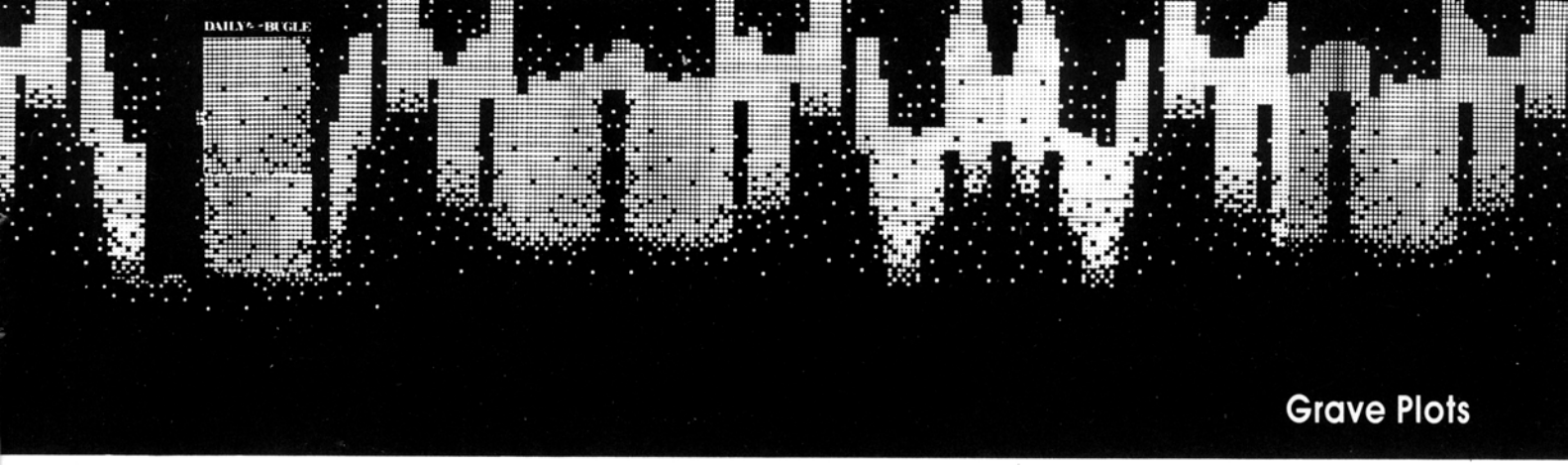
> You are outside the Latverian Embassy. A long black limousine slinks around the corner and parks in front of the building. On the doors of the vehicle is the royal crest of Victor von Doom.
>
> Suddenly, the flaming form of the Human Torch streaks past the limo and blasts it with a fireball! The vehicle explodes, strewning 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 signalled 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.

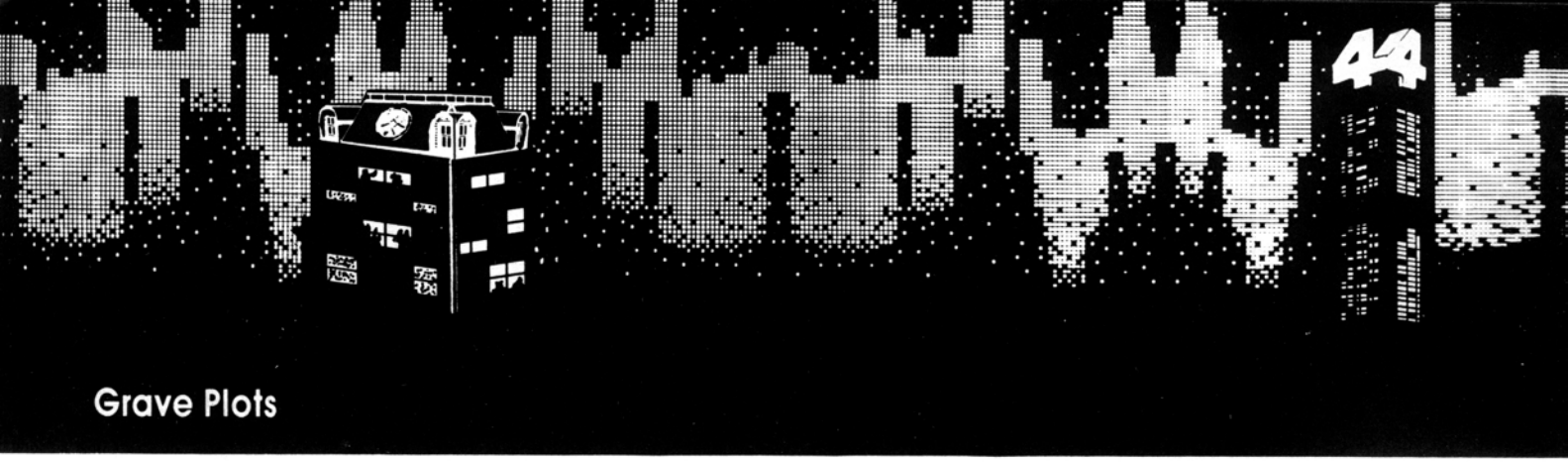
The heroes are here patrolling the streets and looking for trouble, or they might be in civilian garb going to see a movie, or other fun activities. When the heroes are the most off-guard, read the following to the players:

> 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).

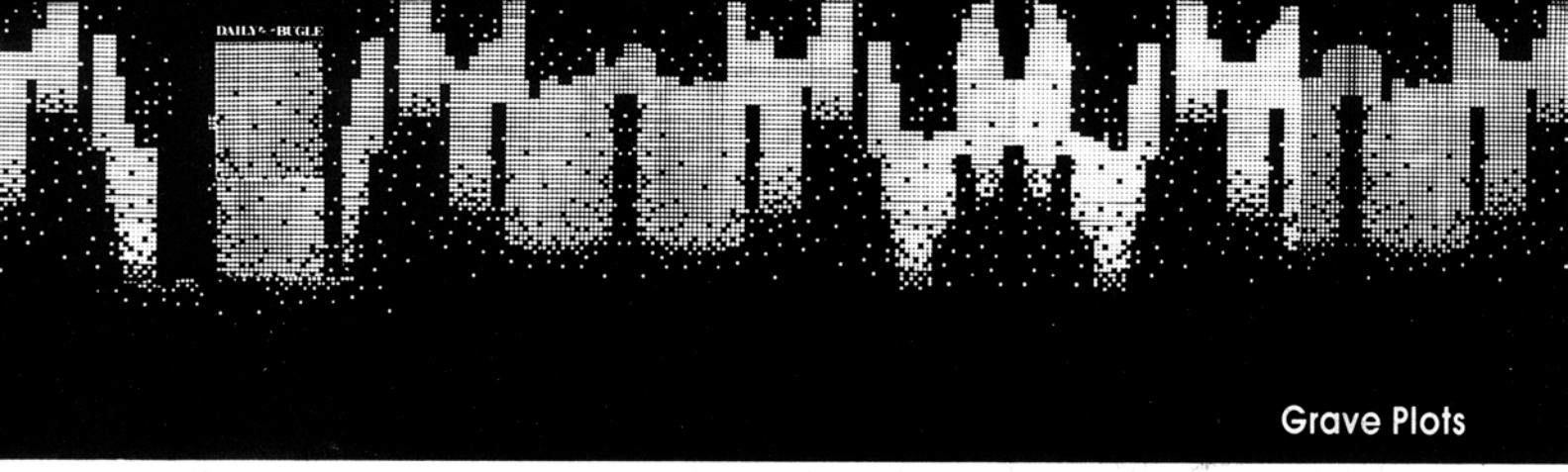
The Doombot will fight the blue androids, but has its higher priority in speaking with the heroes and joining them before he is neutralized as a "defective unit."

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.

Grave Plots

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:

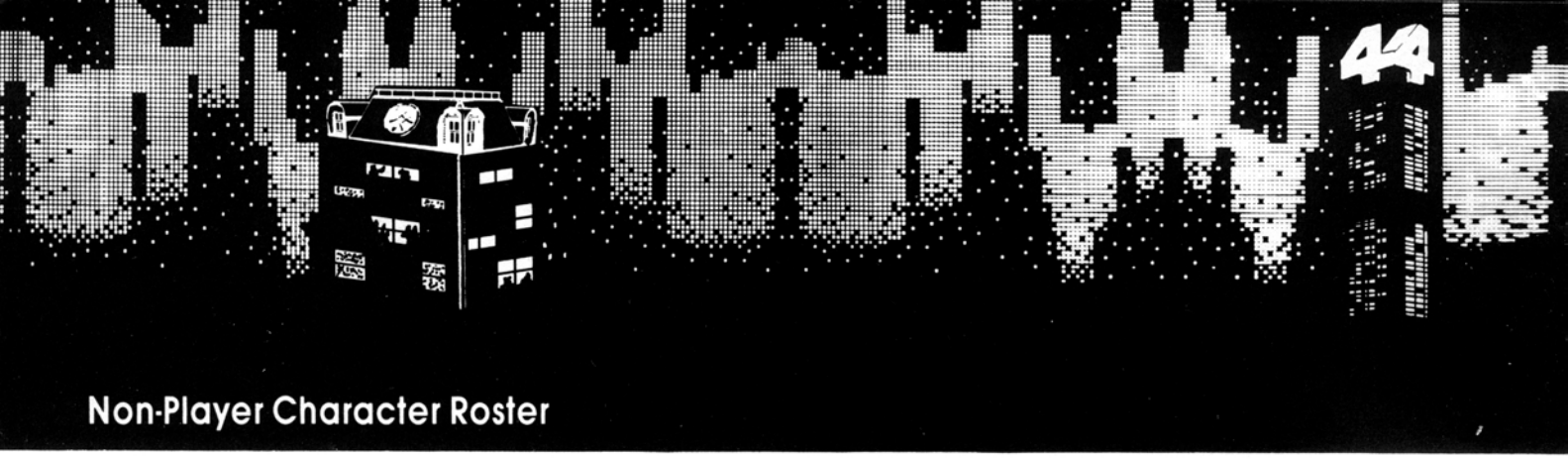
Magical Ability: As a high-ranking member of the Cult of Darkholders, Dirk Bane is a talented sorcerer. His magical ability is Incredible (40). Bane knows the following spells:

Flight: He can fly at up to Incredible (40) airspeed (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

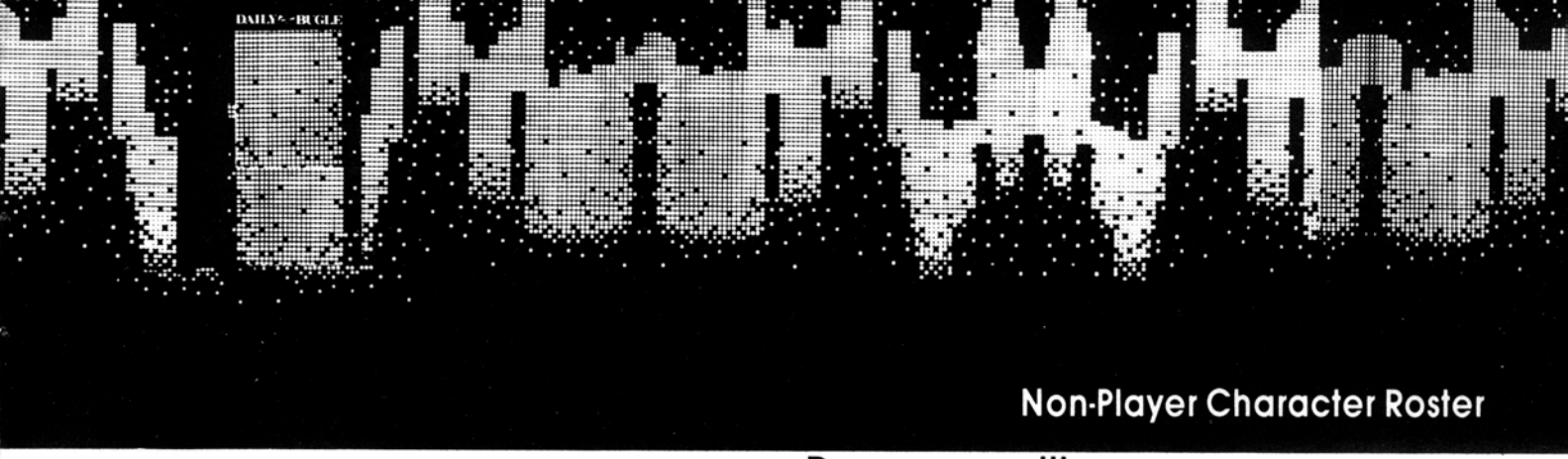
Fighting:	EXCELLENT (20)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	POOR (4)
Intuition:	EXCELLENT (20)
Psyche:	REMARKABLE (30)
Health:	80
Karma:	54
Resources:	SHIFT 0
Popularity:	SHIFT 0

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 cancelling 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:

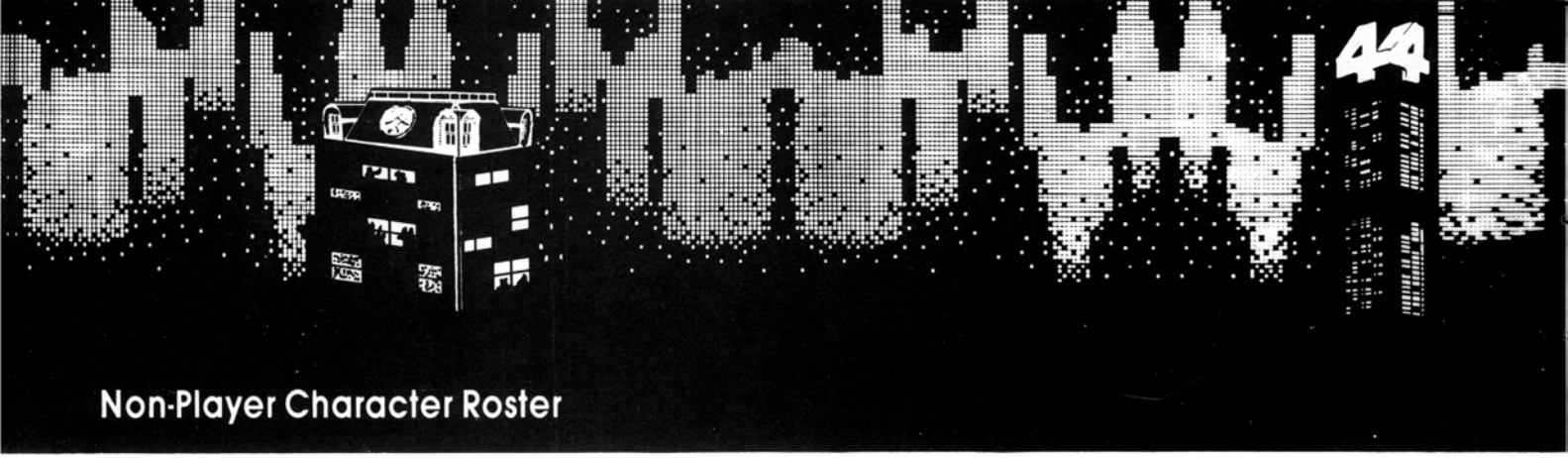
Body Armor: The Doomsman's emerald skin grants him Amazing (50) protection from all types of physical and energy attacks.

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



Non-Player Character Roster

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."

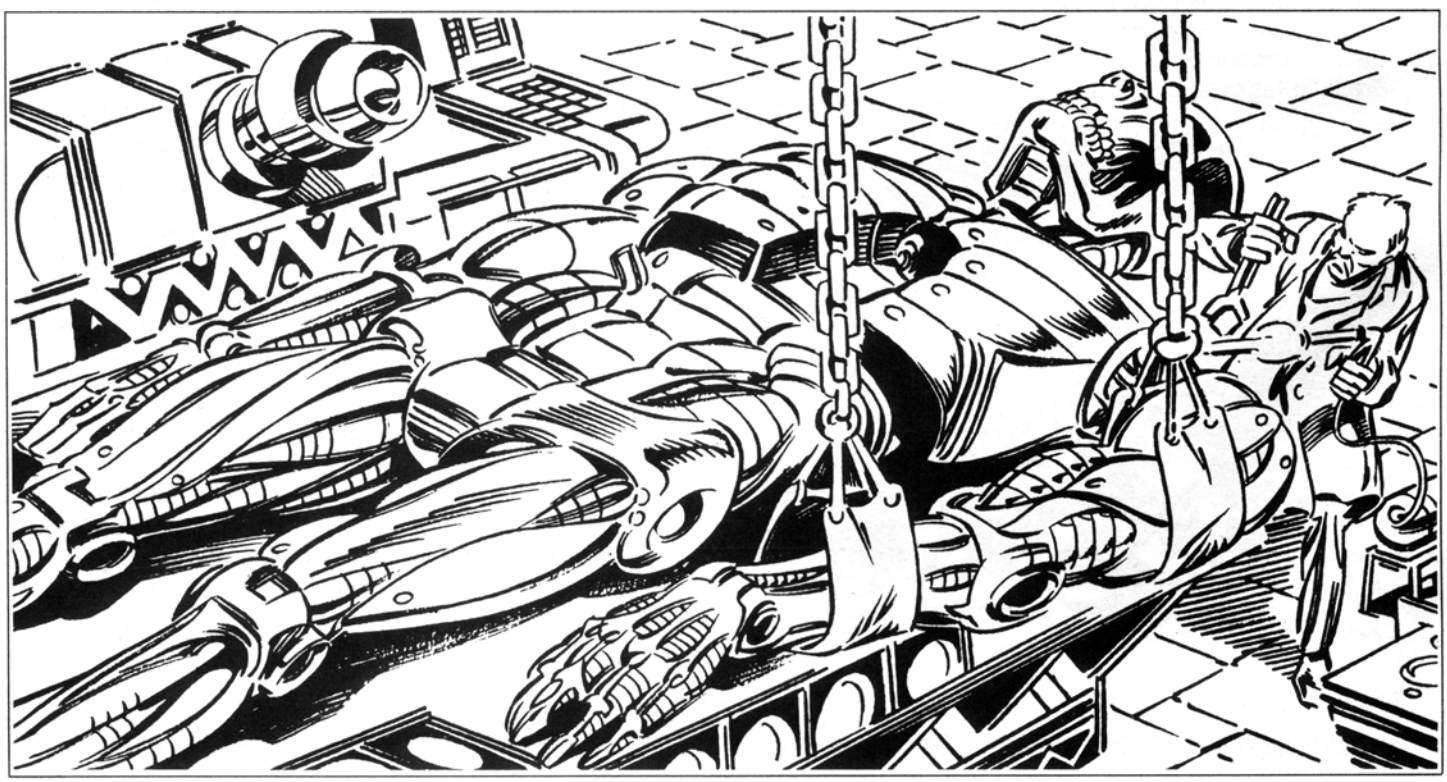
Material Strength: Amazing (50).

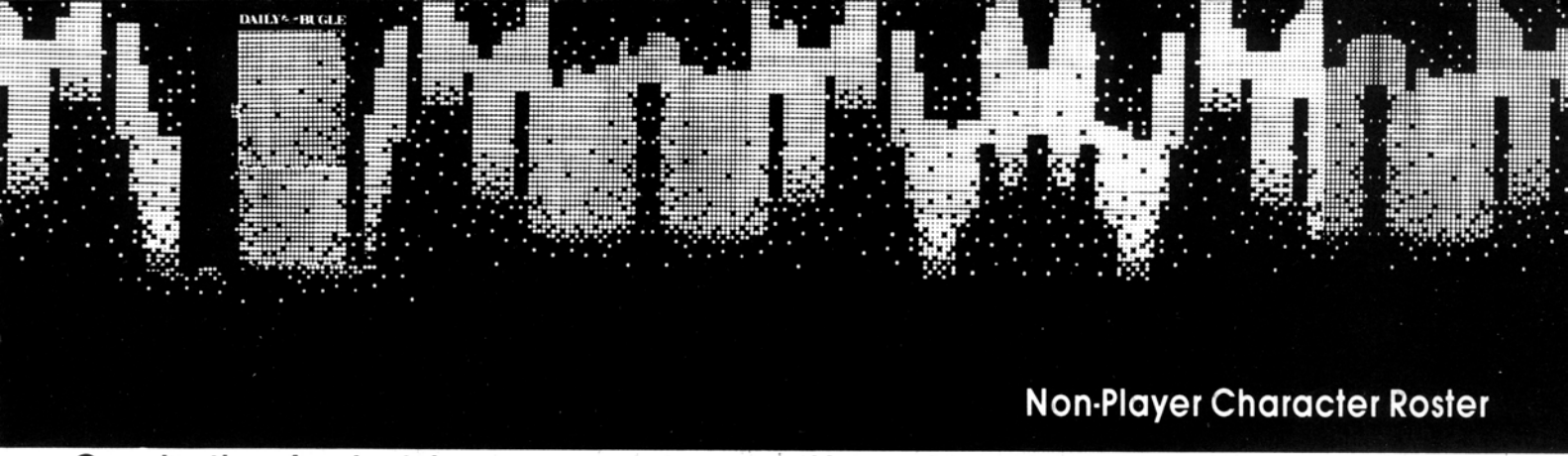
Tech Rank: Shift Y (200).

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:

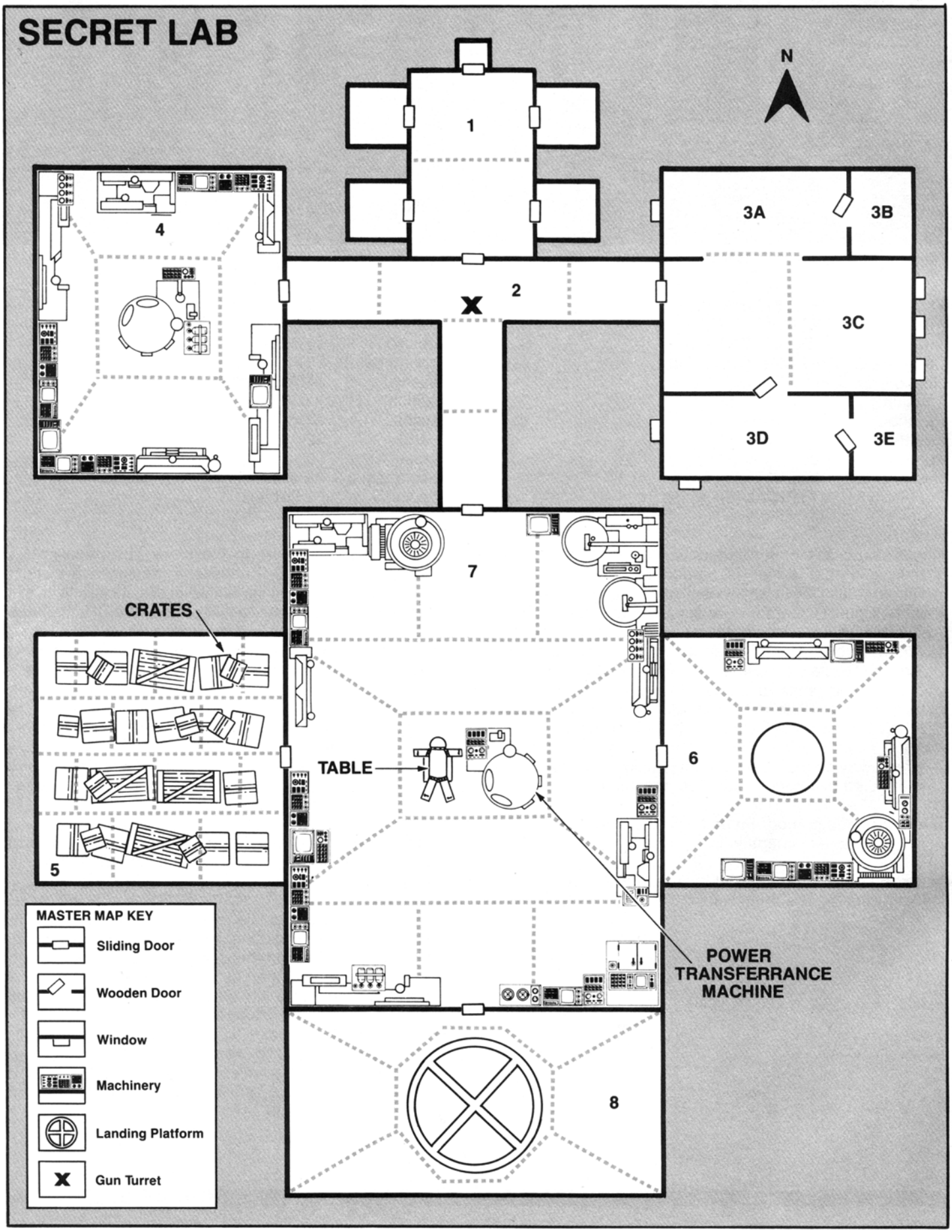
Optic Blast (Equipment): In the place of an eye he lost escaping the Nazis, Kriegslieber designed a weapon and had it surgically implanted in the socket. When he lifts his eye patch, Kriegslieber can fire a Remarkable (30) force blast up to 3 areas away.

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
N
1
2
3A
3B
3C
3D
3E
4
5
6
7
8
CRATES
TABLE
POWER
TRANSFERRANCE
MACHINE
MASTER MAP KEY
Sliding Door
Wooden Door
Window
Machinery
Landing Platform
Gun Turret



MARVEL SUPER HEROES is a trademark of Marvel Entertainment Group, Inc.
©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc.
Game Play Elements Copyright ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

6906XXX1903

To Castle Doom

Lake Victor

DOOMSTADT

DOOMSTADT

1. Academy Students' Quarters
2. Werner's Gate (archway)
3. Archway
4. Doom Academy
5. Academy Teachers' Quarters
6. Academy President's House
7. Academy Laboratories
8. Bisitra's Dressmaking
9. Gustov's Restaurant
10. Guard Post
11. 1st Latverian Church
12. Doomstadt Bank
13. Frau Gottfried's Boarding House
14. Stables & Blacksmiths
15. Doomstadt Village Hall
16. Olga's Bakery
17. Fleisch's Market
18. Burgemeister's House
19. Tannery & Cobbler
20. Doomstadt General School & Library
21. Enesco Tobacco Shop
22. Braun's Clockworks
23. Turgus Building Supplies & Lumber

All Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. MARVEL SUPER HEROES is a trademark of Marvel Entertainment Group, Inc. ©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc. Game Play Elements ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

6606XXX0702



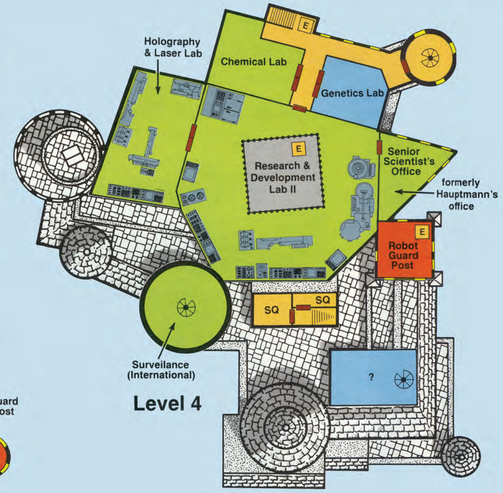
Level 1



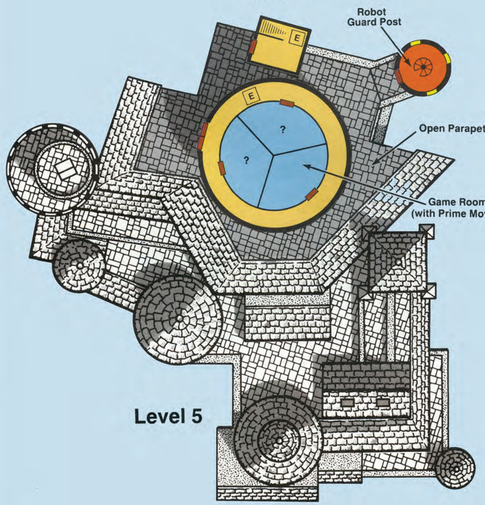
Level 2



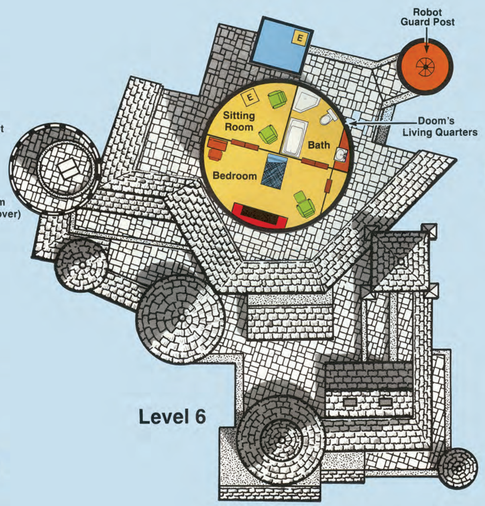
Level 3



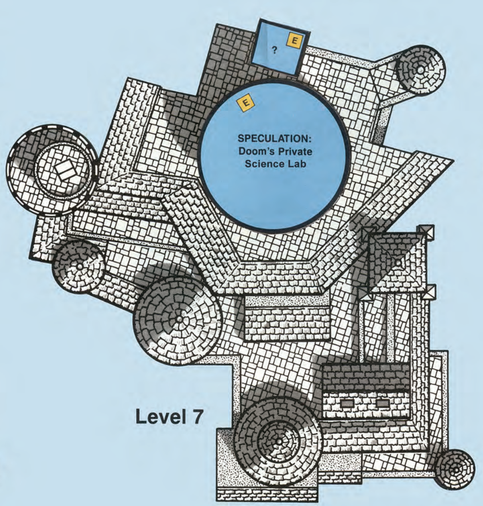
Level 4



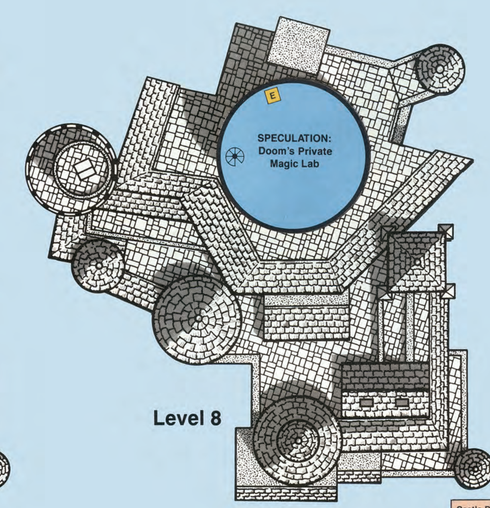
Level 5



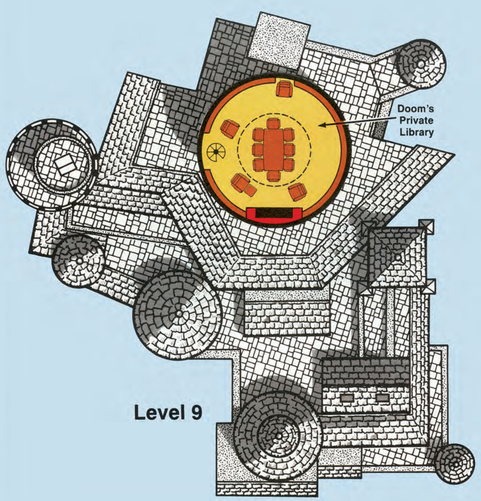
Level 6



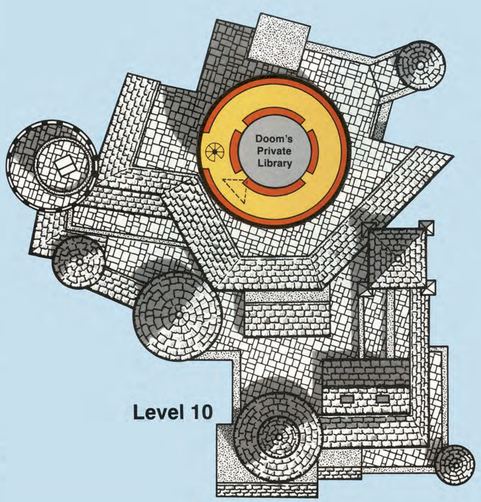
Level 7



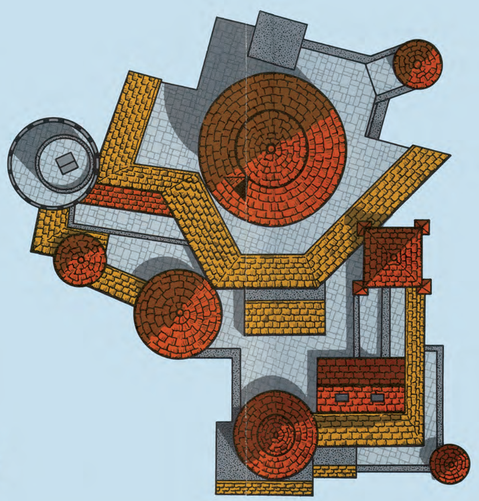
Level 8



Level 9



Level 10



CASTLE DOOM

Full Analysis & Compilation of First Hand Details
Recording: Benjamin Grimm, Reed Richards, Susan Storm Richards, Johnny Storm, Crystal Amaquelin, Sharon Ventura (FANTASTIC FOUR)

Construction & Materials

Castle Doom Exterior: Amazing (50) material strength stone; tower roofs are generally of Excellent (20) material strength, though some reinforcement is to be expected in high-security areas.

Castle Doom Interior: Remarkable strength stone. Those walls surrounding Doom's above-ground laboratories and some of the other science areas within the castle are supplemented with energy screens that reflect the force of any impact toward its point of origin (Incredible Force/Energy Reflection). (See also 6906tcdom1-tcdom9)

Defensive Strength

Guards posted along exterior walls at all times; standard shifts include eight Doom-Knights on the higher towers, six Warrior robots patrolling the lower parapets, four human Latverian Guardsmen watching the front gate and the main castle entrance, and a minimum of three Guardian robots patrolling the woods around the base of Castle Doom. Interior troops too erratic to predict.

Weaponry is to be expected if the castle has any warning of intruders above or below ground. Standard deterrants are Stunners (Remarkable force & range), Shock fields (1 area effect Incredible energy attack), Knock-out or Poison gas (Remarkable intensity for both; Endurance FEAT needed to avoid sleep or death), and, if an extreme show of force is needed, Doom will employ excessive measures such as the use of his Rainbow missiles or the Vortex Machine (see *Machines of Doom* for more details).

The weakest defensive point of Castle Doom is the submersible entrance through the Klyne River and into the catacombs of Castle Doom; entrance is staffed by two human guards (very lax in duties as this area is rarely used) with standard Latverian Guard weaponry and four or six Warrior robots. (See also 6906ide11, 6906idef2, 6906xde11 - 6906xdef3)

Incarceration

The majority of Doom's secure cells exist as parts of the original dungeons and catacombs of the castle (Levels B4 & B5). Secure, that is, for normal Latverians and nonpowered beings. Superhuman prisoners receive custom-built prisons of variable size and makeup; however, Doom does tend to restrict these prisoners to the second sub-basement (Level B3)—to leave this level is to risk the trap-laden level of B2 or become lost in the catacombs beneath the castle. Despite their isolation and relative lack of upkeep, Doom still has a heavy blanket of scanners and security sensors beneath it (Remarkable rank Detection).(See also 6906jails)

Power systems

Deep within the bowels of Castle Doom is a complex nuclear reactor that is 70% more efficient in its energy output and radiation containment than any other fission reactors currently in use in America (Shift X energy output; Shift Z radiation damage if exposed to the unshielded reactor).

There are also backup hydroelectric generators that utilize the current of the Klyne river to power three subordinate generators. There is no single main power feed into the castle; power is fed through a virtual spider-web of cables and energy ducts spread throughout the entire castle. (See also 6906energy)

Security systems

Exterior walls can be reinforced with force screens (with ten round warning of attack), raising their material strength to Monstrous (75). All internal doors tend to be reinforced wood and metal, all with a minimum of Excellent material strength. Stay alert for telltale odors of ozone—many doors and windows are electrified to the point of being able to disintegrate Good strength materials. (See also 6906sec1-sec6)

Surveilance systems

Amazing rank visual, audible, and motion sensors honeycomb the castle complex (and the country); only the fear in Doom's underlings slows his knowing all of what goes on in his domain, as they are understandably reluctant to bear bad news. Doom has built triple-redundancy protective devices around his surveilance and security systems (Amazing intensity Reason FEAT to disable one system for 3d10 rounds without main controls) and it is not possible to disable all the surveilance devices in one fell swoop. The best bet is to cloud the sensors with too much input and overload the operators by giving them too much to look at or listen to; Doom's fondness for robots does not extend to this area, even though robots cannot be as easily distracted from their tasks. (See also 6906spy1-spy3)

CASTLE DOOM: SUB-BASEMENTS

The sub-basements of Castle Doom range over a large amount of space and cumulatively encompass at least 30% more space than the castle itself. Mapping the sub-basements is next to impossible, since Doom favors the constant utilization of workspace and he changes the layout (shifting walls and tons of equipment) of sub-basements B2, B3, B5, and B6 to suit his needs at that time. Any of Doom's inventions would most likely be found in the major science labs on Level B4, including an isolated lab where I believe he creates and upgrades his suits of armor. On Levels B4 and below, the original stone gargoyles within the walls of the catacombs and tunnels have been supplemented with audiovisual sensors (Amazing rank Detection sensors; a two second sustained ultrasonic pulse can temporarily disable them for 21.2 seconds). Keep in mind that these are only secondary sensors on the lower levels; much of the security involves pressure plates on floors and walls, and intruders tend to be gassed more often than not, as a deterrant—this also helps to keep down Doom's exterminator bills.

Level B1: *Cellars*—Wine storage and misc. housewares. Level B1 is accessible through the elevator in the kitchens and Doom's personal elevator. Level B1 is confined to the standard outline of the castle major; the public address tower and the robot construction building do not extend their foundations into the main cellars.

Restricted Sub-basement Levels

Level B2: *Prisoner deterrance/Vehicle Storage & Maintenance*—This level is contorted with small winding passageways that lead only into various traps laid down by Doctor Doom. Separated from the main trap area is Doom's hangar, the access to the surface coming through the courtyard of the castle or via a ramp leading out behind the castle. All of Doom's known vehicles are stored here.

Level B3: *Superhuman Detaining Cells/Research & Development Labs*—Level B3 is comprised of former torture chambers that now contain all types of power inhibiting devices designed to detain and imprison superhuman foes. Separated by a variety of deadly cell blocks from these cells are Doom's main research and testing labs. The Memory Transferance Machine used on Kristoff can be found here.

Level B4: *Catacombs/Major Project Labs*—Additional prison cells in a maze of corridors comprise 30% of the current Level B4. The space remaining involves Dr. Doom's major projects such as the Power Cosmic Energizer or the currently inert Doomsman series of androids.

Level B5: *Dungeons/Nuclear Reactor*—Doom's final dungeons comprise 12 cells, all of which have been empty since he regained his throne from Zorba. This level may contain more secret labs, but the only solid fact known is that this heavily shielded level also contains the nuclear reactor that powers Castle Doom.

Level B6: *Miscellaneous Secret Rooms/Tunnels*—An underground offshoot of the Klyne river runs through a number of large caverns on this level. This has already been mentioned as one of the least hazardous entrances to the castle. Also on this sprawling level of worked stone and honeycombed caves are tunnels leading to safe houses throughout Latveria, Doom's magical summoning room (no longer in use with the recent salvation of his mother), and a supplemental robot construction facility.

Guide to Castle Doom

Color	Designation	Security
	: Domestic Area	Low
	: Scientific Area	Medium/High
	: Danger Area	High
	: Unknown Area	Unknown; anticipate High Security

Intruder Alarm Responses

Security forces keep arriving until the threat or alarm is cancelled.

Low Security = Alarm brings 1-6 human guards (1d10-4) minimum

Medium Security = Alarm brings 1-6 Warrior robots (1d10-4) minimum

High Security = Alarm brings 1-10 Warrior robots + 1 Combat Doombot

Castle Doom Map Key

- Door
- Window
- Pillar
- Curtain/Banner
- Fireplace
- Spiral Stairs
- Stairs Up
- Stairs Down
- Elevator
- Throne
- Statue
- Suit of Armor (disguised robot of RM Strength)

MEMORANDUM 12 JUNE
TO: Colonel Fury, Director of SHIELD

Nicholas, as per your request for information on the layout and details of Victor Von Doom's castle, my files have been downloaded for your perusal. I regret that much of the information is incomplete; I am certain you can understand the minimal amounts of information Doom makes available to those who generally visit as enemies and/or prisoners. I've broken down the information into a quick outline and basic files for easier focus; if you and your people are in need of assistance in any operations involving Victor, my team and I stand ready to assist.

Keep in mind that, though the castle's security can be breached, I am skeptical of an agent's chances of escaping Doom's stronghold unscathed. There are simply too many factors surrounding Doom's behavior and actions for any agent with less experience than your own to compensate for. With that in mind, I can improve your agents' chances in any endeavors with some new items. I should be able to augment many of your standard weapons and defensive systems to counteract some of Doom's more common weaponry (at least that of his robots), and I believe I can provide your technological staff with the know-how to activate Doom's self-destruct mechanisms placed in many of his lesser robots. Again, good luck, old friend.

Respectfully,
Dr. Reed Richards
Fantastic Four, Inc.



All Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. MARVEL SUPER HEROES is a trademark of Marvel Entertainment Group, Inc. ©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc. Game Play Elements ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

6906XXX0701

TSR, Inc. / CUSTOMER RESPONSE CARD

1. What product is this card from? _____

   _____

2. How old is the user of this product _____;

   the buyer of this product _____?

3. Please rate the following aspects of the product.
   (Circle your answer.) (9 = Excellent, 1 = Poor)

Ease of understanding product/instructions	9 8 7 6 5 4 3 2 1
Playability (ease of play/fun)	9 8 7 6 5 4 3 2 1
Price (value for the money)	9 8 7 6 5 4 3 2 1
Would you recommend this game to a friend?	_____ Y _____ N

4. Are you a Dungeon Master?
   a. ☐ Always b. ☐ Sometimes
   c. ☐ Never
5. How long have you been playing this or other role-playing games?
   a. ☐ Less than 1 year b. ☐ 1-2 years
   c. ☐ 2-3 years d. ☐ 3 years +
6. Where did you learn about this product?
   a. ☐ Friend
   b. ☐ Magazine ad/review
   c. ☐ Retail Store
   d. ☐ TSR Catalog
   e. ☐ Other
7. Where did you purchase this product?
   a. ☐ Hobby Store
   b. ☐ TSR Mail Order Hobby Shop
   c. ☐ Toy Store
   d. ☐ Other Mail Order
   e. ☐ Bookstore
   f. ☐ Other
8. Do you read TSR, Inc. Novels? _____ Y _____ N
   If yes, please check in which world/setting:
   a. ☐ **DRAGONLANCE®**
   b. ☐ **FORGOTTEN REALMS®**
   c. ☐ **DARK SUN™**
   d. ☐ **RAVENLOFT™**
   e. ☐ **SPELLJAMMER™**
   f. ☐ **XXVc™**
   g. ☐ **DUNGEONS & DRAGONS®**
   h. ☐ **TSR™ BOOKS**

Please complete the following:

Your Name: _____

Your Address: _____

City _____ **State** _____

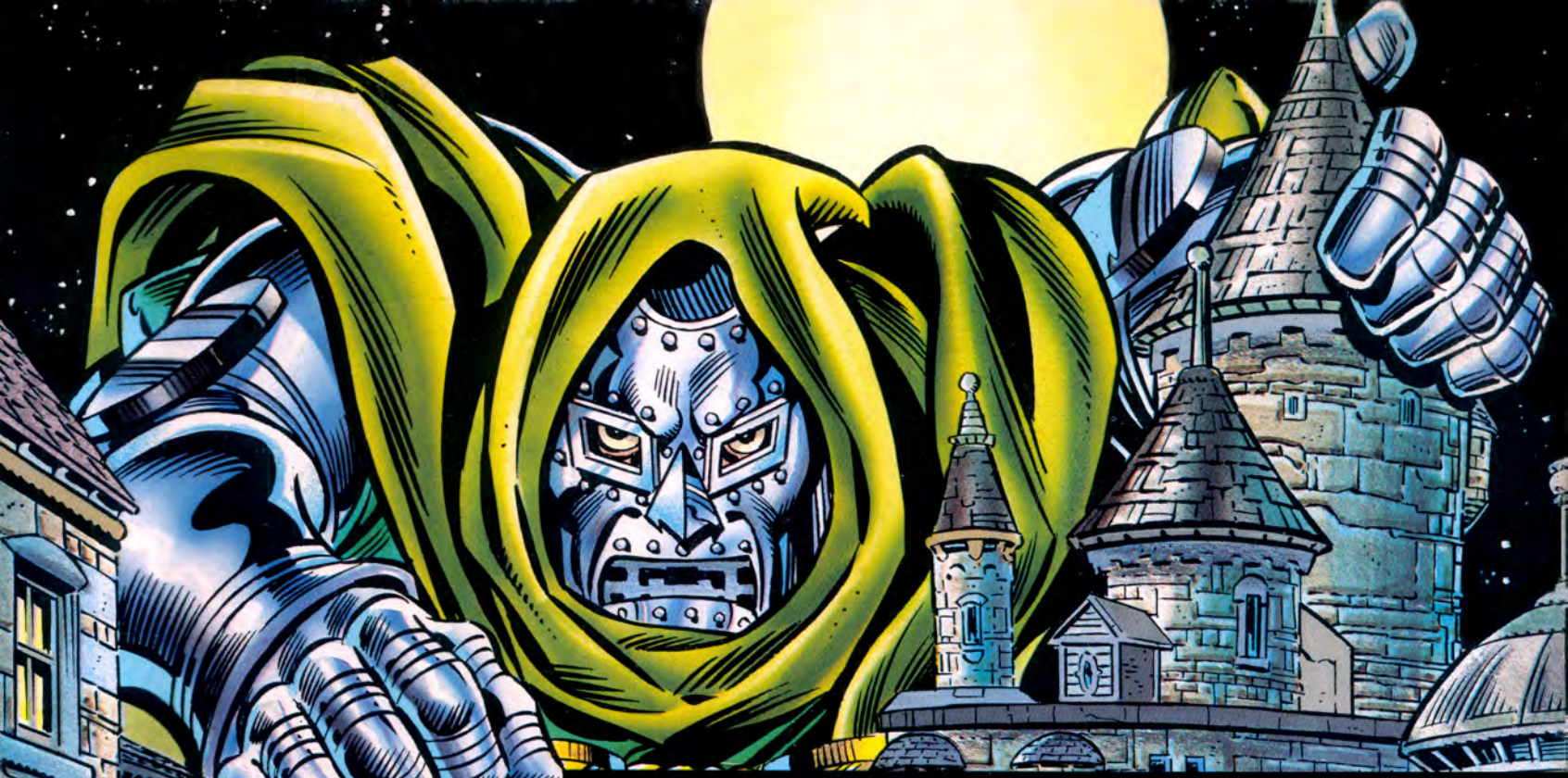
Zip _____ **Country** _____

THANK YOU

® and ™ designate trademarks owned by TSR, Inc. ©1992 TSR, Inc. All Rights Reserved.

PLACE
STAMP
HERE

TSR, Inc.
P.O. Box 756
Lake Geneva, WI 53147



"Know this now—and know it forever! DOCTOR DOOM has no rivals! None! NONE! In all the world, there are none to match me! None can rival DR. DOOM in total mastery of the diabolical!!"

(Text by Stan Lee, FANTASTIC FOUR #85)

For years, the secrets of the metal-clad monarch known as Victor Von Doom have remained his own. Now, in his 30th year as the premier villain in the Marvel Comics universe, all those secrets are revealed to the world!

The Lands of DR. DOOM™ Campaign Set is a comprehensive source on Doctor Doom, providing a closely detailed history, as well as delving into his "unrivalled" psyche to discover who truly lurks behind the iron mask. Marvel Europe is also drawn into the spotlight, exposing everything from the tourism to the technology of the Balkan States. Learn about Latveria, home of Doom and self-proclaimed "Gem of the Balkans." Discover Symkaria, home to Silver Sable and her Wild Pack. Wonder at the wondrous Mount Wundagore in Transia, sometime-home to the High Evolutionary and prison of the Elder God Chthon. All this and more is waiting within *The Lands of* DR. DOOM Campaign Set.

For Use with the MARVEL SUPER HEROES™ Role-Playing Game Rules (Basic or Advanced Sets).

This MARVEL SUPER HEROES™ Campaign Set Includes:

- *Domains of Doom:* A 96 page book uncovering all the secrets of Doctor Doom's 30 year history, including a bibliography and chronology of his comic book appearances, and providing an atlas and guide to the Balkan nations of Latveria, Symkaria, and Transia;
- *Machines of Doom:* A 64 page book describing new rules on technology and a catalogue of Dr. Doom's inventions;
- *Deeds of Doom:* A 32 page book filled with adventures and scenarios centered on Doom; and
- Two poster maps detailing Castle Doom and Doomstadt.

$20.00 U.S. CAN $24.00 £12.50 U.K.

MARVEL SUPER HEROES, DOCTOR DOOM and all other Marvel characters, character names, and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. are are used with permission. ©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc. Game Play Elements Copyright ©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

ISBN 1-56076-404-X 6906