

DEATH of DR NULL

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Special thanks to Stephen Scholz and Ching-Ping Lin.

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Introduction

Floods, earthquakes, giant robots, atomic doppelgangers and an alien invasion: the heroes are in for a busy day.

This adventure is a sequel to **Day of Dr Null** and **Dr Null: Battle on the Bay Bridge** (a free download from Lame Mage Productions), but it can be used without either of those scenarios if you prefer.

In **Dr Null: Battle on the Bay Bridge**, Dr Null unleashed a horde of mechanical insects, robots programmed to construct more and more replicas of themselves from raw materials they scavenged from their surroundings. His plan: world domination through recycling.

In **Day of Dr Null**, he hatched a scheme to transfer his mind into the body of the Neutron Fist, an unstoppable criminal powerhouse cursed with a disintegrating touch that prevents him from ever leading a normal life. This was merely a prelude to his real plan: to conquer the city with an army of Atomic Supermen, mass produced synthetic clones with inhuman strength and radiation powers, and conditioned with absolutely loyalty to their creator, Dr Null.

In the first part of this scenario (**Open House**) the heroes track Dr Null back to his secret base, braving the mad scientist in his lair to bring him to justice and end his reign of terror. The heroes have to endure cunning booby traps and then defeat the monstrous creations of Dr Null's labs... only to discover that they are too late, Dr Null has already departed to inflict one more fiendish plan upon humanity.

In the second part of this scenario (**Dam Dr Null!**) the heroes follow Dr Null to the Blake River Dam, where he seems prepared to destroy the dam and flood the city in a final act of spite. His real plan is far more diabolical—he intends to use the electricity from the dam to power his Seismic Converter, a device capable of inducing earthquakes across the globe.

As described in the **Origin of Dr Null**, the Seismic Converter is the same invention that caused the accident resulting in Dr Victor Marsden's amnesia and his rebirth as the nefarious Dr Null. Events in his life have come full circle—the device he once invented to help mankind is now his ultimate weapon to destroy the world he has come to despise.

If you are running **Day of Dr Null** back-to-back with **Death of Dr Null** you can have all the action of both adventures packed into one very long day: Dr Null tries to mind swap with the Neutron Fist before noon, the Atomic Supermen attack the city shortly thereafter, then the heroes track down and invade the secret base in the afternoon or evening, with Dr Null taking over the dam that night, making it truly one extra-long action-packed day of Dr Null!

Who is Dr Null?

In now famous Senate testimony, a respected prosecutor once branded Dr Null “the most dangerous man alive.” In a world that is home to superhumans capable of lifting mountains and melting tanks with beams from their eyes, it’s no small tribute, especially considering that Dr Null himself has no superhuman powers. His danger stems entirely from his scientific genius, a genius that has proven capable of devising inventions far in advance of modern science and schemes that threaten the very world.

Dr Null is also undeniably mad. His is a grand, all-encompassing madness, a madness that harbors deep bitterness towards the world and yearns for his genius to be recognized. See the **Origin of Dr Null** for more information about his background.

If you need to explain why the heroes have not heard of such a major villain before, you can presume that Dr Null has been out of sight for the past few years, optimistically believed dead or safely locked away as described in **Setting the Stage**. Or you can limit Dr Null’s past schemes to other cities or parts of the world, which is why the heroes have not dealt with him directly before.

Picking a Tone (GM Craft)

Dr Null can be played as a stereotypical mad scientist or a deadly serious enemy of mankind. He can be a crazed pulp villain or a disturbing reflection of man’s finest aspirations gone wrong. Pick the tone that works for your game. The adventure works either way, but deciding what tone you want will help you set a consistent mood while you are running the scenario.

Setting the Stage

It is always important for the heroes to have some context for what is going on. In this scenario you want to make sure the heroes know something about Dr Null and understand that he is a major threat when they encounter him.

If you have already played **Day of Dr Null** or **Dr Null: Battle on the Bay Bridge** this should not be a problem. Your heroes should be well versed in the ways of Dr Null by now. If your heroes just finished **Day of Dr Null**, there is no need to set the stage—they are probably hot on the trail of Dr Null. Use the following elements as needed:

Jail Break—If Dr Null is in prison, a contingency plan set in motion by his capture awakens a buried horde of robotic minions. They home-in on his location and level any prison holding him. The simplest option is to have this attack occur off-screen, guaranteeing Dr Null’s escape, or have the heroes show up in time to fight some stragglers still demolishing the prison after Dr Null has gone. Heroes might be preoccupied with rounding up other criminals or supervillains freed inadvertently.

Use Bugbots from **Dr Null: Battle on the Bay Bridge**, but without the ability to construct more.

An alternative is for the authorities to discover that the Dr Null they captured is really an android duplicate or a synthetic clone, a decoy left behind while the real Dr Null made good his escape.

Federal Agent—A government contact can be a ready source of information for the heroes, providing useful background and exposition as needed. FBI Special Agent Angela Cordry is professional and matter-of-fact, seemingly unflappable no matter how unusual the situation gets—after all it comes with the territory.

“Could be some residual radiation from those Atomic Supermen. Contact the NRC, tell them they need to get some people on scene ASAP.”

She provides the heroes with whatever information and cooperation she can, because procedural issues aside she knows that they are the best bet for dealing with Dr Null. Introducing Agent Cordry is also useful if you are going to use the **Aliens Ex Machina** option.

Use Government Agent stats from M&M Chapter 11

Seismic Converter—Knowing that the Seismic Converter was the invention that precipitated the birth of Dr Null helps the heroes understand that the climax at the dam brings Dr Null’s arc full circle. It helps the heroes see that the stakes are high and gears them up for a dramatic conclusion.

If you have not introduced the Seismic Converter before, Agent Cordry is an obvious source for this information. Heroes who learn about the Seismic Converter in the base could contact authorities to learn about it on their way to the dam. See the **Origin of Dr Null** for more information.

Curses, Foiled Again!

Despite his best laid mad plans, it is possible the heroes will capture or even kill Dr Null before the scenario runs its course. Assuming there is no way for Dr Null to make a reasonable escape, you can use the Duplicate Doctor trick: the Dr Null that the heroes captured or killed was really a decoy, a synthetic clone or an android duplicate intended to distract them while the real Dr Null was busy elsewhere. Award the heroes a Hero Point and move on. At the dam, Dr Null is safely ensconced in his Nega-Sphere and not easily captured.

Open House

With a sweep of his arm Dr Null sends equipment crashing from the counter top in the darkened lab.

"My glorious Atomic Supermen, ruined! Oh how they must be laughing now, laughing at me, me whose boot they are not even worthy to kiss! They think they've seen the last of me, think I've run off to lick my wounds. They'll find I'm not so easy to be rid of. I will have revenge, and I will have it now!"

He stabs buttons on the consoles and file after file is called up on the looming monitors, the screens filled with schematics and experimental data.

"But how, how? The Tentacled Horror? No, the cellular division is still too unstable. The Orbital Lasers? The Prismatic Strato-Cloud? No, too long to wait for a launch window. The Dementi-Mist? The Animal Enlarging Ray? Bah, child's play! Wait what's this? Self-replicating Bugbots? Hmm, world domination through... no no no, I've tried that! There must be something..."

Dr Null stares at the image left frozen on the screen. He leans back in his chair, his look of frustration transformed into vengeful glee.

"Ahh, of course. Perfect! Simply perfect."

"Defeated me, have they? Their laughter will die in their throats, when they see that it is by my hand that the world is brought to ruin! They will remember the name of Dr Null!"

His plans foiled, Dr Null retreats to his hidden base to rant, sulk, and plot his revenge. Most supervillains would brood and scheme, bide their time, and only surface to exact vengeance once the time was right and their plans perfect. Dr Null is not so patient. He wants revenge, now.

Dr Null's lair is a subterranean power station, abandoned by the city decades ago. In its day it was an optimistic vision for the city of the future, designed to tap clean geothermal power by capturing heat from deep fissures and transforming it into electricity. The plan turned out to be overly optimistic and the station never met its expected output. It was shut down after more modern facilities were constructed and eventually forgotten.

Enter the Heroes

If you are running this scenario as a sequel to **Day of Dr Null** the heroes will have several obvious means of hunting down the Dr Null in the aftermath of the attack of the Atomic Supermen:

- Heroes could follow the tunnels dug by the Bore Carriers or the Cyclotron. This could be a slow process due to cave-ins, collapsed sections, and other subterranean hazards, giving Dr Null time to prepare his next move as described later on.
- A scientific character could collect seismic data from nearby geology centers and use it to triangulate the point of origin of the massive Bore Carriers.
- A more careful examination of the computer systems of the warehouse lab from **Fist for a Day** could turn up

information about closed off access tunnels leading to the base.

In either of the latter cases, a check of the old city records could reveal that the location matches the site of the old subterranean power plant.

Heroes that follow the Bore Carrier or Cyclotron tunnels enter the base through the vehicle bays. Heroes that learn of the abandoned geothermal plant could research forgotten utility tunnels beneath the city streets that lead down into the facility.

If you had an all-star cast of guest superheroes help fight off the Atomic Supermen, why don't those heroes help invade Dr Null's base? They can be busy restoring order, helping trapped civilians and hunting down stray Atomic Supermen loose in the city. Or maybe they are just following their own leads to hunt down Dr Null, but with less luck than the player characters.

If you ran **Dr Null: Battle on the Bay Bridge** but not **Day of Dr Null**, the heroes may search underwater for signs of Dr Null's escape pod or to find out where his Bugbots came from (since they crawled out of the bay), leading them to discover the underwater locks. You can also quickly get the heroes involved using **The Prisoner** option.

Throughout this adventure specific powers or skills are cited as solutions to particular challenges. That does not mean these are the only possible solutions—far from it. If you or your players think of other abilities that seem like they would work, run with it.

The Prisoner (Scenario Variant)

Instead of the heroes invading Dr Null's base you can run this scenario inside out and have the heroes start off captured and then break free. Capturing the heroes has several advantages:

Talk to the Doctor—Heroes get to listen Dr Null rant while in captivity, giving them some insight into his madness and his next move. Since the imprisoned heroes are unable to take action it forces the players to roleplay. They can argue, plead or threaten but little else. Crafty heroes will try to get as much information out of Dr Null as possible (“Tell me, in detail, about your master plan...”)

Medical Exam—Letting Dr Null make a thorough lab examination of a captured hero opens up lots of possibilities. In the short term, it lets Dr Null create an Atomic Super Clone, but later on his knowledge of a character's powers and weaknesses could come back to haunt the hero. Dr Null could invent special devices or menaces to take advantage of a hero's weaknesses or create new terrors based on the hero's powers. Even if Dr Null never uses the information it could be discovered in his data banks after his defeat, making its way into other hands later on. How will the Feds (or the Press) react when they learn that All-American Man really has an alien physiology?

If you ran **Day of Dr Null, Attack of the Atomic Supermen** discusses possibilities for ending that scenario with the defeat of the heroes. If the battle with the Atomic Supermen is still raging through the city (conveniently displayed on the base monitors) the heroes might have to escape, surface to save the city, and only then return to the base to try to nab the elusive Dr Null. If they waste time scouring the base for Dr Null first, the city will be flattened.

If the heroes were not captured, this scenario is taking place much later or you did not run **Day of Dr Null** at all, you can opt to start with a GM's Fiat capture of the heroes. This works best if Dr Null has a reason to target the heroes, either because they are prominent defenders of the city and he wants them out of the way before his next attack, he wants to examine them to collect scientific data or as revenge for foiling him in the past. The game begins with a brief scene luring the heroes to an apparent threat that turns out to be a trap. The heroes are knocked unconscious by the insidious phase-web or the gas that seeps out of the fake war-machine rolling through downtown, only to awaken in the lair, prisoners of Dr Null. If you want to maintain the surprise of the Atomic Super Clone, one hero is missing when the other heroes awaken and break free, or that hero is taken away after some roleplaying discussion with Dr Null.

You can also have just one hero captured and run a short solo where that hero is examined by Dr Null but escapes to bring the other heroes (no doubt scouring the city for their lost comrade) back to raid the base. Make sure the solo hero does not just tackle Dr Null and leave the other heroes out of the game. Since Dr Null has not left yet, the base is teeming with Tankbots (do not reveal the Iron Juggernaut yet). If necessary let Dr Null's examination temporarily reduce or neutralize the hero's powers, making a desperate escape the only option. Like all solo scenes, either run it when the other players are not present or make sure it does not go on too long and leave the other players twiddling their thumbs.

Regardless of how or why they are captured, the heroes should spend some time roleplaying being ranted at by Dr Null, and then he should make himself scarce, giving them an opportunity to recover and plan their escape. After they escape the heroes can search the base for Dr Null (unless they first surface to stop the Atomic Supermen), putting them back in the normal flow outlined in the Action section.

Neural Disruptor

Imprisoned heroes are fitted with Neural Disruptors, a small circlet that emits magnetic frequencies that interfere with the brain's normal operations, impairing the subject's muscle control and making it impossible to concentrate enough to activate powers. The subject can still speak and see through a blurry haze, but that is all.

Paralyze 12, Concentration (Lasting)

An advantage of the Neural Disrupter is its simplicity—instead of trying to counteract or nullify a bizarre array of superpowers, it attacks the mind directly, preventing a hero from activating or using powers. If heroes have abilities that would obviously make the Disruptor ineffective, Dr Null customizes something for them—he is an unparalleled genius and should have little problem devising a way to contain them.

If you want to insure that your heroes get to roleplay a bit and talk to Dr Null instead of just busting out and pounding him, you can start off treating the Neural Disrupters as a Complication—the heroes are too weary after their capture to fight off the effects. Give them a Hero Point and don't even let them roll. Later on when they have recovered a bit (and the roleplaying is over) they can muster their strength and try to break free normally.

Action

The heroes may enter and explore the base any number of ways, but basically the action will fall into these stages:

- 1) **Searching the Base**—Explore the eerily quiet base. Find signs of Dr Null's various projects (including the empty vehicle bay that contained the Iron Juggernaut and the automated factory where the Seismic Converter was just assembled).
- 2) **Booby Traps**—Penetrate deeper into base. Stumble into booby traps.
- 3) **Spawn of the Vats**—Reach the lab area. Encounter the Atomic Super Clone, the Tentacled Horror and any captured superheroes (PC or NPC).
- 4) **Nobody Home**—Discover that Dr Null is already gone (this is really a revelation, not an action scene).

Dungeons & Doomsday Devices (GM Craft)

A dungeon crawl does not fit the superhero genre. Superheroes zip through villain bases, smashing walls or wafting through them with arcane powers. They do not decide on a marching order and do a room by room search (or if they do a search, it is glossed over off-screen).

Dr Null's base is a complex maze of interconnected chambers, utility tunnels and service corridors, but instead of mapping each room the floor plan is simplified into a series of zones. This is to help you keep the search and exploration dynamic, not get bogged down in details. If you know the heroes are somewhere in the vehicle bays zone that is good enough—you do not need to track precisely what room they are in.

A loose floor plan also lets you set adjust the pacing as you see fit. Want characters to bump into each other? Want the heroes to stumble into a booby trap? Want them to find the lab and stop wandering around? Just say they do.

Splitting Up the Party (GM Craft)

In comic books or movies the heroes frequently split up to search an area more quickly. It rarely happens in games, because when you split up the characters some players are just sitting and waiting while others are playing.

Splitting up the heroes for short periods can work, and doing so can change the team dynamic and create dramatic tension. Heroes may have grown accustomed to relying on the powers of their teammates—removing those teammates forces them to confront challenges differently and may allow characters to shine in new ways.

You can use a Complication to split heroes up involuntarily (earning the characters Hero Points). One or two heroes dawdle to look at something interesting, only to discover that

their comrades have unwittingly left them behind. Even if both groups can communicate (with commlinks, telepathy, etc.) it might not be so easy to actually find each other in the labyrinthine complex, at least not before they stumble into a few booby traps...

Searching the Base

Dr Null's lair is a complex maze of interconnected chambers, utility tunnels and service corridors. Even with the blinking lights in the labs and the half-built war-machines, it's an eerily empty place, echoes carrying from one cavernous chamber to the next.

Most of the complex is from the original power plant, but some new areas have been carved out by Dr Null's robots and many existing areas have been repurposed or modified. Walls, ceilings and floors are rough industrial concrete reinforced by jutting iron girders.

Areas important to the plot are marked with a "△" icon.

Power Plants

Dr Null has put the original geothermal power plants back in operation, providing ample power for all his machines. Steam from deep subterranean fissures is captured in pipelines and used to spin turbines and generate electrical power. The Power Plant zone is the area that Dr Null has modified the least. It looks much the same as it did when it was first constructed, except for the rust and dust.

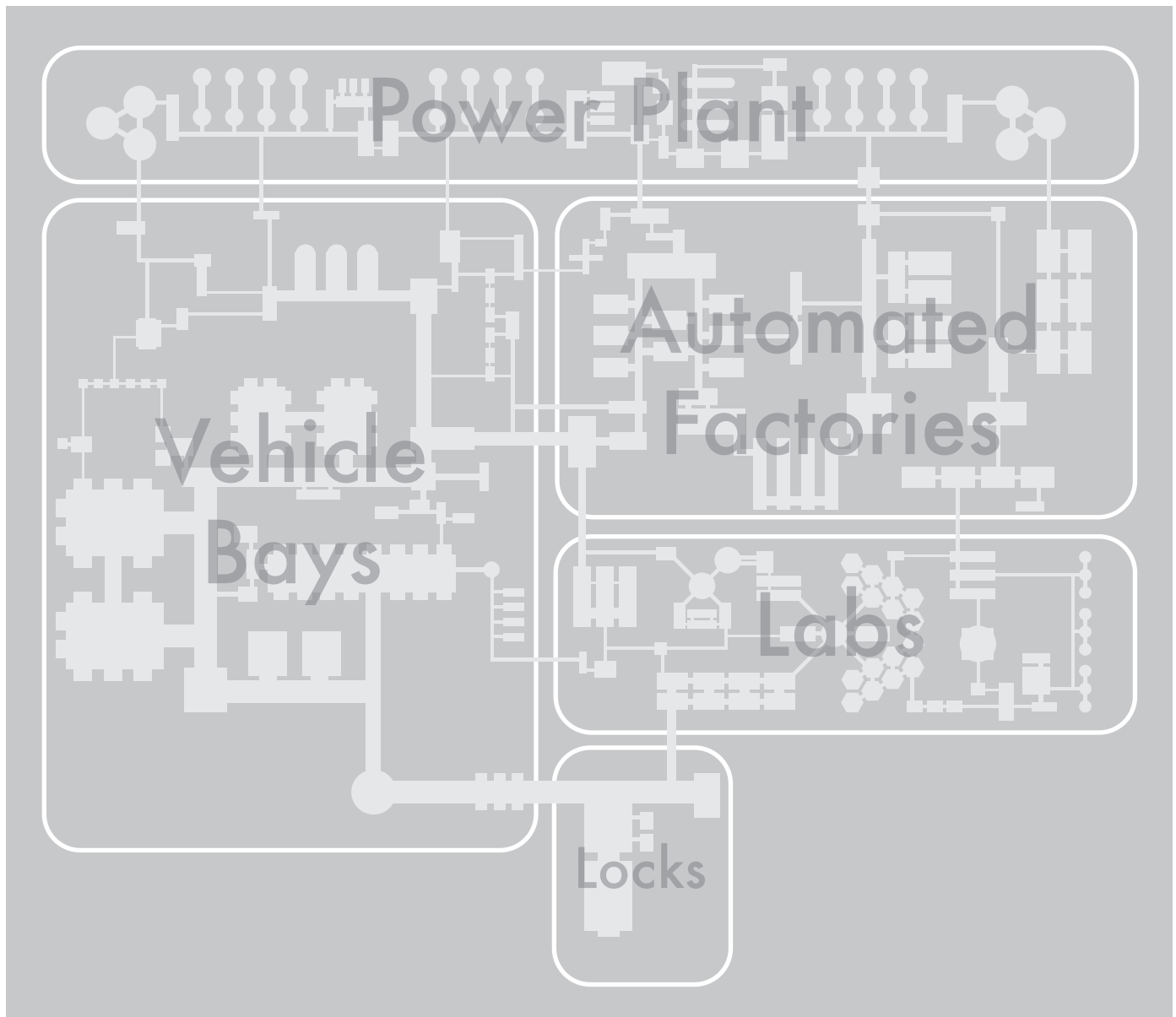
- Towering turbines and generators, perpetually humming away. The machinery is clearly outdated, old ironwork structures built by city planners years ago.
- Pipelines run straight down into deep, deep natural fissures. It's a long way down.
- Access tunnels connect to utility tunnels deep beneath the city streets. Most are sealed, blocked off or rusted shut, but that will probably not stop heroes from using them as an entrance or exit.

Heroes may hope to cut power to the base by disabling or destroying the generators. Logical, but it may not help the heroes as much as they might expect. Critical systems (booby traps, life support tubes, some computer systems) have backup batteries that will last for hours or even days. A power outage may even hinder the heroes by sealing some doors or making it difficult for them to open the underwater locks.

Either way, emphasize that the heroes have had an effect instead of down playing it. As the generators go off-line the lights fade, plunging the base into darkness for a moment before weak emergency lights kick in. The cavernous complex is now a much more spooky place to investigate, making the adventure that much more dramatic.

Dr Null's Secret Base

Zone View



Dungeons & Doomsday Devices (GM Craft)

A dungeon crawl does not fit the superhero genre. Superheroes zip through villain bases, smashing walls or wafting through them with arcane powers. They do not decide on a marching order and do a room by room search (or if they do a search, it is glossed over off-screen).

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A loose floor plan also lets you set adjust the pacing as you see fit. Want characters to bump into each other? Want the heroes to stumble into a booby trap? Want them to find the lab and stop wandering around? Just say they do.

Automated Factories

Dr Null has designed automated assembly systems to make him self-sufficient, modular robotic factories that enable him to single-handedly build his many projects. These construction systems have limited mobility and no intelligence, consisting of small drones to carry parts and manipulator arms mounted on scaffolding that whirl and twitch as they build whatever design Dr Null has fed into them. Some are built for fine work like assembling microcircuitry, others for heavy work like welding or cutting heavy steel plate. If he needs more units he can use these robots to build more robots, and so on.

- Half-assembled prototypes of robotic insects the size of small cars litter one assembly area (Bugbots from **Dr Null: Battle on the Bay Bridge**).

△ Spare parts and raw materials are scattered around a suspiciously empty spot in the middle of a construction grid. Detached cables dangle from the ceiling and a few robotic arms still dart back and forth as though unaware that the device they were working on is gone. Heroes could hear the sound of the restive robotic arms as they pass nearby, drawing them to investigate.

The new improved Seismic Converter was assembled here before being carried away by Dr Null's drones. If the heroes have seen plans for the Converter (probably while investigating Dr Null's origins) they have a slim chance of being able to recognize some of the rejected parts still in the room. A failed check may just make the hero realize there is something familiar about the parts without being able to identify exactly what.

Knowledge (Technology) DC 30 to recognize parts from Seismic Converter, but only if previously exposed to its design.

otherwise), the remnants of designs Dr Null lost interest in and abandoned.

The corridors connecting these chambers and the underwater locks are the largest in the base (over a hundred feet tall), enabling Dr Null's huge vehicles to come and go.

- Launch area for the three Subterranean Bore Carriers from Day of Dr Null. The carriers were inverted on gantries and drilled downward to leave the base. Massive raw holes remain beneath the gantry in each launch bay. If any of the Bore Carriers escaped they are here.
- Cyclotron bay, near the Bore Carrier bays. The Cyclotron is parked here if Dr Null escaped in it. It stands upright supported by a gantry.
- Framework for a new Tripod Walker, abandoned shortly after it was begun. If Dr Null escaped **Dr Null: Battle on the Bay Bridge** with his vehicle intact, the Tripod Walker will be here, partially de-assembled for repairs and then forgotten.

△ One bay is cluttered with smashed scaffolding. Until recently it held Dr Null's Iron Juggernaut (see **Dam Dr Null!**) and when he departed he just drove out with the gantry still attached rather than waste time clearing a path, no doubt impatient to get on with the business of destroying the city. Tempus fugit.

The floors are reinforced concrete but heroes can detect fresh gouges consistent with a massive treaded vehicle. Following the faint tracks will lead to the underwater locks.

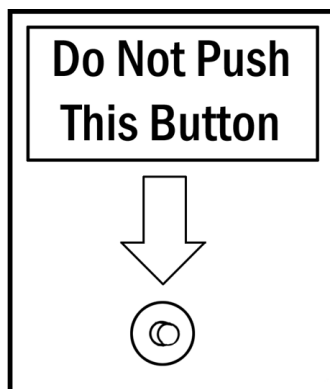
Notice DC 25 to detect tread marks leading from vehicle bays. Notice or Search DC 20 (whichever is better) if heroes intentionally check that area.

Vehicle Bays

Huge central chambers are flanked by massive vehicle bays. The bays vary in size, but the largest can hold vehicles a hundred feet wide and twice that height. Most bays stand empty or contain a litter of spare parts and dusty scaffolding. Others hold bizarre skeletal prototypes (completely inoperable unless it is more interesting to say

Underwater Locks

A massive pressure door over a hundred feet high opens into an airlock which leads into the depths of the nearest bay or deep river in the city. If the base is farther inland, the airlock leads to a submerged tunnel carved by Dr Null to reach the water. Other than burrowing, this is the primary way Dr Null enters and exits his lair.



Pressure prevents the inner door from opening when the chamber is flooded (the door swings into the airlock), or the outer door from opening unless the airlock is flooded (to equalize the pressure with the exterior). When the inner door is open the hinges physically block the ducts that release water into the airlock, creating a manual safeguard against flooding the base without destroying the airlock first.

The tracks from the vehicle bays lead directly here. If the heroes examine the controls they see that the outer doors are open and the chamber is flooded—Dr Null left it that way when he departed in his Iron Juggernaut. The controls can be used to close the outer doors, drain the chamber, and then open the inner doors if the heroes want to examine the airlock.

If you ran **Dr Null: Battle on the Bay Bridge**, this is how the Bugbots and the Tripod Walker entered the bay, and how the Escape Pod returned to the base.

If you want your heroes to have a quick means of pursuing Dr Null after they learn he has gone to the dam they could find the Escape Pod discarded nearby and use it as a submersible.

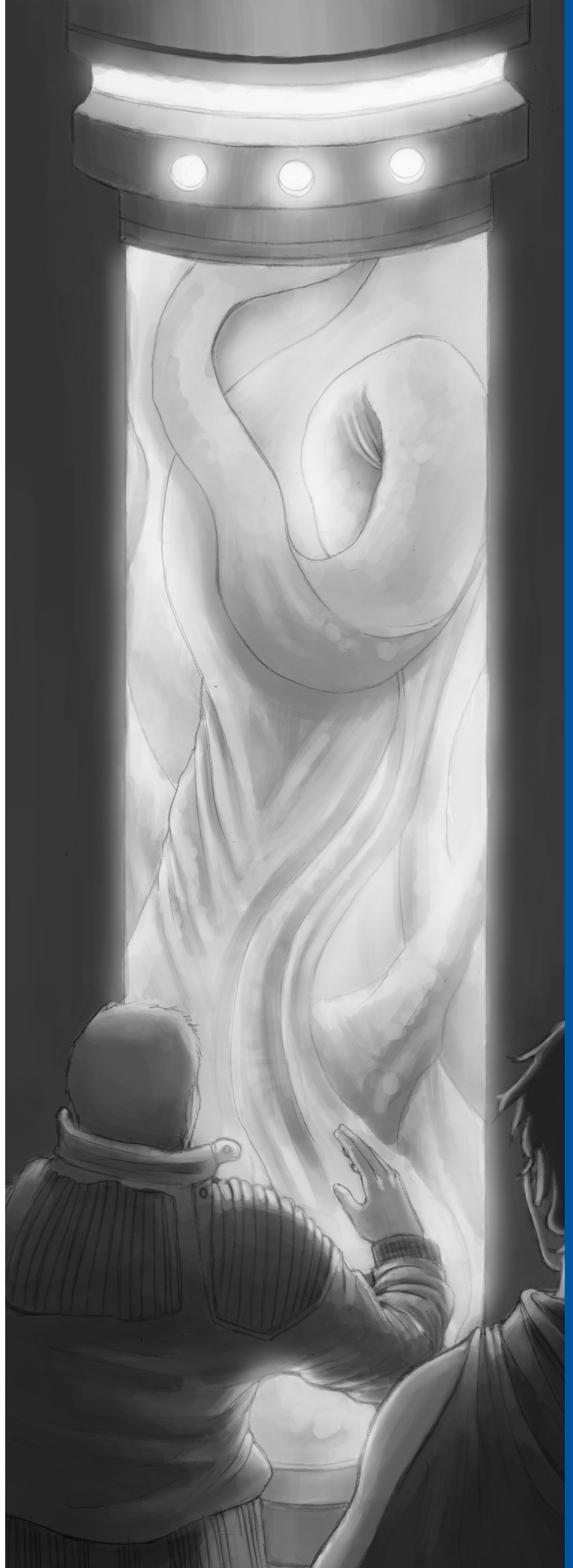
Labs

Dr Null has an array of labs, many interconnected rooms containing a treasure trove of exotic and often bewildering equipment. Some of it works, some of it doesn't. This is where Dr Null can usually be found, pouring over data on a thirty foot high monitor screen or smashing beakers in frustration (a mad scientist in both senses of the word).

Innumerable experimental devices and half-finished prototypes litter the labs. If an inventor wants to spend a Hero Point on jury rig something, this is the place to do it.

The labs are the control center of the base since Dr Null can monitor and control most functions from any of the consoles. Any prisoners captured will be brought to the labs for examination.

△ See **Spawn from the Vats** section.



Booby Traps

Dr Null has seeded his base with booby traps to welcome intruders. The traps are scattered throughout the base, their placement more a product of the doctor's whim than any orchestrated defense plan, which means you can have the heroes stumble into them whenever you want.

If heroes are subdued by any of the traps, automated systems will dispense robot drones to carry them to the labs, fit them with Neural Disruptors, and place them in life support tubes until Dr Null has time for them (see **The Prisoner** for things to do with captured heroes).

It will take more than that to stop me! (GM Craft)

Some heroes have powers that make particular traps completely ineffective against them. Instead of considering this a problem, think of it as a chance for the heroes to show-off their powers. Resist the urge to tweak the traps to effect specific heroes. After all there is no point having powers greater than ordinary mortals if they never do you any good.

In the end these traps are unlikely to take out an entire team of heroes. If they split up to search the base, a lone hero or a pair might be captured but it is unlikely that three or more heroes together will be defeated by a particular trap. It's a chance for the heroes to flex their muscles, smash some machines, and get even more irritated with Dr Null.

Traps spring in the surprise round. Heroes get a DC 30 Notice check to avoid surprise, though other senses or powers may apply. Failure means the heroes get no action during the surprise round. A trap "takes 20" on its initiative roll so it will usually go first. Heroes may opt to slow down and search for traps step-by-step, allowing them to make a DC 20 Search check, but this is a very, very slow process in such a large complex.

Strobe Lights

High intensity strobe lights flood the chamber, blinding intruders so they are unable to defend themselves against the mechanical tentacles that snake down from compartments in the ceiling to crush them into submission.

Surprise Round

Dazzle 12 (all sight) area

Subsequent Rounds

Dazzle 12 (all sight) area

six tentacles: +8 attack, damage 8, +20 grapple check

Escape

Strobe lights—Def 5 (Medium), Toughness 2, automatically destroyed if they fail a Toughness save (fragile)

Tentacles—Def 14, Toughness 8 (Impervious 5)

Double Immobilizer

A parabolic dish drops from the ceiling and bathes intruders with waves of mind-numbing high frequency sound (heroes may recognize the Sonic Immobilizer from Dr Null's Tripod Walker in **Dr Null: Battle on the Bay Bridge**). While the heroes are reeling, secondary emplacements pop out and pepper them with streams of fist-sized balls. These blob balls are too soft to hurt on impact, but they stick to the target and each other, entangling the target as they accumulate.

Surprise Round

Paralyze 10 area

Subsequent Rounds

Paralyze 10 area

four sticky ball guns: +8 attack Snare 8 autofire contagious

Escape

Sonic Immobilizer—Def 7 (Tiny), Toughness 4, automatically destroyed if it fails Toughness save (fragile)

Four Sticky Ball guns—each Def 7 (Tiny), Toughness 6

All weapons are mounted on the ceiling, out of reach of normal melee attacks. There is nothing to prevent heroes who are not entangled or paralyzed from just fleeing the room.

Vacu-centrifuge

When intruders reach the middle of this cylindrical corridor the entire hallway begins spinning along its horizontal access. Centripetal force knocks heroes down and pins them against the walls as the tube spins faster and faster. Portals at both ends of the corridor slam shut and hidden valves pump out the air, rapidly creating a near vacuum.

Surprise Round

Gravity Control 6, flying characters unaffected
Nauseate 4, flying characters unaffected

Round 1

Suffocate 4
Gravity Control 10, flying characters unaffected
Nauseate 8, flying characters unaffected

Subsequent Rounds

Suffocate 8
Gravity control 10, flying characters unaffected
Nauseate 8, flying characters unaffected

Attacks affects everyone in the corridor automatically with no Reflex save. If a character is able to fly but was on the ground when the trap was sprung they will take full effect until they are able to get airborne.

Escape

Corridor walls are Toughness 14 (Impervious 8). If a wall is Disabled the cylinder will grind to a halt, though an abrupt puncture could cause the cylinder to "crash", inflicting a Damage 10 area (normal Reflex save) on everyone inside. If the cylinder is stopped but not breached (by telekinesis, etc.) subjects still suffocate.

Gauntlet of Fire

Knock-out gas silently pours into the chamber as the intruders pass through. If anyone remains standing after the gas takes effect, an grid of flamethrowers fire into the room, trapping the heroes in a deadly maze.

Surprise Round

Paralyze 8 alternate save Fort sleep area subtle (no Reflex save vs area unless target perceives gas)

Subsequent Rounds

Paralyze 8 alternate save Fort sleep area
Flame Blast 8 lethal area (Reflex save for no damage instead of half)

A stationary target only saves versus the flamethrowers once per round, but someone moving (for example trying to leave the room) must save twice per round, potentially taking damage twice as they dodge through the grid of gouting flame.

The jets are high enough off the ground that a prone or unconscious figure is not in immediate danger, though it is more heroic to rescue your unconscious ally than leave them behind.

Escape

There are too many flamethrowers to destroy them individually. Heroes can escape by running the gauntlet of flame jets to leave the room or smashing the entire chamber (Toughness 16 to damage the whole room). Most characters get clear of the room in two rounds (slower than normal because of the need to dodge flame), one round with Speed or Flight 3 or higher, double the time if the subject is Slowed by the gas.

Spawn from the Vats

"It's the Crimson Avenger! He's been missing for days! Are you okay C.A.?"

"I... must... destroy... enemies of Dr Null..!"

The heroes enter Dr Null's lab and find what they believe to be a captured comrade, only to discover that it is really an Atomic Super Clone! The ensuing destruction releases one of Dr Null's experiments, the Tentacled Horror, giving the heroes two monstrous menaces to fight at once.

The lab is a high ceilinged chamber with old concrete walls and cluttered with enough computers and exotic devices to make any mad scientist drool. The clone is floating unconscious in a fluid-filled tube in the midst of the lab. Several other unoccupied tubes stand nearby.

The Tentacled Horror is across the lab in a man-sized tube similar to the one containing the clone. The tube appears to be filled with kelp-like strands. The slow churning of the strands may catch a hero's eye as they enter the room, but they are soon by distracted by the discovery of the clone.

Which hero Dr Null cloned depends on who got captured:

- PC or NPC hero captured during the battle royale against the Atomic Supermen.
- NPC hero who stumbled across Dr Null some time ago and was captured. The PCs may have noticed this hero's absence in the last few days.
- PC hero who was captured by a trap in the base and brought to the lab. Can Dr Null's automated systems examine a hero and rapid-grow an atomic clone before the other heroes even reach the lab? Of course!
- PC hero was not captured at all. Dr Null got his hands on a tissue sample from a previous encounter and made the clone. In this case the heroes are unlikely to release it, so have the clone awaken and break free on its own after the heroes have the shock of recognizing the familiar face.

If the character is an NPC it should be someone the heroes recognize immediately and would want to help or at least talk to.

Action

Any fiddling with the controls near the clone's tube immediately drains the nutrient fluid, after which the tube rises and releases the occupant. If the heroes hesitate and just spend too much time pondering the situation have a hero bump into a control panel by mistake (Complication), unintentionally activating the release mechanism and getting the ball rolling.

Dr Null's systems have imprinted only a basic intelligence and crude destructive instincts in the clone, along with an undying loyalty to its creator of course. The "rescued hero" is disoriented at first but soon recovers. That's when it's eyes start to glow green and it declares Dr Null it's master, flattening anything nearby that looks like an enemy (i.e. anyone who is not Dr Null).

Damage to the lab smashes the tube containing the Tentacled Horror, and it flops onto the lab floor in an unattractive heap. At first it does not look like much of a threat compared to the Atomic Super Clone—it is only man-sized and not initially very aggressive. Exposure to energy (such as the Atomic Super Clone's radiation or just a shorting electrical system) changes all that, causing the Tentacled Horror to rapidly grow to monstrous sizes. Now there are two rampaging monsters in the lab.

If the Tentacled Horror is getting off to a slow start, have a stray blast from the Atomic Super Clone hit it and accelerate the growth process.

Action Shticks

The Atomic Super Clone is tough, as tough as the original hero but with an added dose of radiation, plus the heroes have to contend with the Tentacled Horror at the same time. Fortunately there are sneakier approaches the heroes can try.

It must be mind control!—Despite the green glowing eyes and the green glowing aura, some heroes will come to the conclusion that this is the real hero, just brainwashed and with some new radiation powers. They may pull their punches, all the while hoping their ally will snap out of it. Good stuff, which you should properly juxtapose with the arrival of the real hero the clone is based on, freshly escaped from elsewhere in the lab.

Deep down inside you there is good—Maybe Dr Null's systems did a better job than expected. Maybe more of the original's personality was transferred than intended. After seeing the mind transfer device in **Fist for a Day** this is not such a stretch. Could an impassioned plea awaken the heroism buried deep in the clone's heart?

No, I'm your master—The clone is programmed to serve Dr Null absolutely. A crafty hero who passes herself off as Dr Null could control it (with disguise, illusion or just good voice impersonation). Without the real Dr Null around for comparison it just might work, at least for a little while.

Clash of the titans—Caught between two rampaging menaces? Stand back and let them slug it out. Normally a good plan, except the Tentacled Horror feeds on energy and the Atomic Super Clone is an excellent source. The clone may be defeated but the Tentacled Horror will become that much harder to beat.

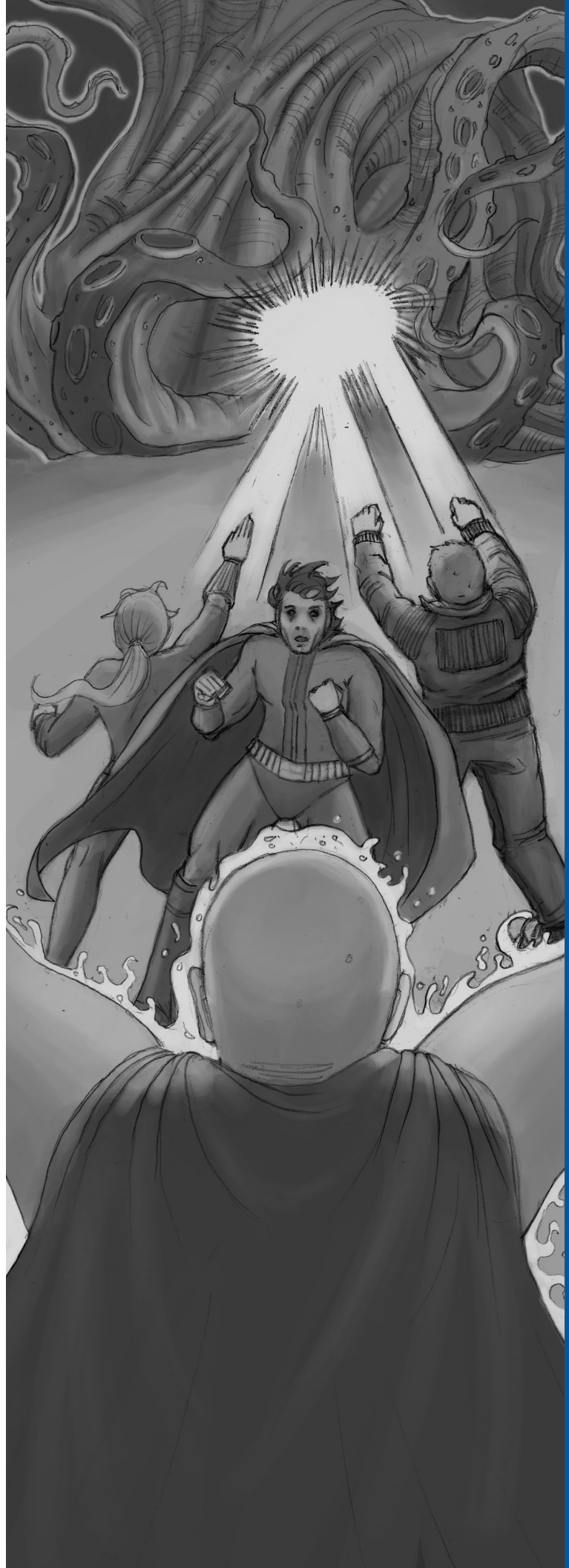
Reverse the ion flow—The lab is full of exotic devices created by Dr Null. Many are incomplete. Many are too complicated for even a super-scientist to fully understand. Many will be destroyed in the first rounds of combat. That should not stop a desperate genius from jury-rigging something to zap the Atomic Super Clone, the Tentacled Horror, or both. Bonuses for creative solutions like draining the energy back from the Tentacled Horror (causing it to shrink) instead of just blasting it.

Nobody Home

The heroes finally reach the nerve center of Dr Null's base, his inner sanctum and command center in the heart of his labs. Sadly for the invading heroes, Dr Null has already left. He took his Iron Juggernaut out through the underwater locks. He may have left before the heroes even entered the base.

Computer banks still chatter away and looming screens show reams of cluttered data, just as Dr Null left it. One large monitor shows the slowly rotating wire-schematic of a cylindrical device with a complex array of internal turbines—it looks more like a jet engine than anything else, though any technician can tell it is a far more complicated device. Sub-windows show a dizzying array of technical data, along with a flashing indicator showing the status of its construction in the automated factories (complete). The window is labeled "Seismic Converter, mark II."

A careful examination by skilled scientists could turn up interesting details of Dr Null's experiments, but the heroes do not have that luxury. One of the towering monitors displays a mix of city news channels, and as the heroes are scouring the lab they are brought up short by the breaking news from the Blake River Dam... Dr Null's revenge has already begun!



Atomic Super Clone

villain / PL 12

STR	DEX	CON	POWERS	FEATS
34/+12	12/+1	26/+8	Blast 12 (radiation eye beams) [24 pp array] (alt) Blast 12 area cone, no range (alt) Aura Strike 12 (radioactive field)	fearless
INT	WIS	CHA	Protection 8 Mind Shield 8 Immunity 5 (radiation damage) Super-Strength 4	
10/--	14/+2	14/+2		
ATTACK	+12 punch 12 & aura 12 +12 blast 12			SKILLS
DEF	18 (14 flat) aura 12			none
TOUGH	+16			
FORT	REF	WILL		DRAWBACKS
+10	+7	+12/+4		none
INIT	GRAP	SIZE		
+1	+28	Med		

abilities 50 + skills 0 + feats 1 + powers 55 + combat 40 + saves 10 + drawbacks 0 = 156 pp

To create an Atomic Super Clone from an existing character, start with the character's normal stats and then make the following adjustments. Adjustments assume starting character is PL 10 and the resulting Atomic Super Clone is PL 12.

Add:

Blast 12 (radiation eye beams)
(alt) Blast 12, area cone, no range
(alt) Aura Strike 12 (radioactive field)
Super-Strength 4
Mind Shield 8
Immunity 5 (radiation damage)
Fearless

Raise Strength to 34 (+12 damage) if it is lower, otherwise raise it by 4 (+2 bonus)

Raise or lower Attack to match PL 12 (+12 attack with blast, +12 attack with melee unless Strength is greater than +12)

Keep Defense the same, but raise Con to increase Toughness to PL 12 maximum (if adjusting from PL 10 this will usually mean a +8 Con, giving a +4 bonus to Toughness and Fort).

You can also tweak the powers of the original character to reflect the raw fury of the Atomic Super Clone—increase the rank of a power or add area, or remove abilities that seem inappropriate (Diplomacy, Bluff, etc.). A sample Atomic Super Clone based on the Psionic Hero Archetype from M&M Chapter 1 is shown below.

Atomic Super Clone (Psionic hero)

villain / PL 12

STR	DEX	CON	POWERS	FEATS
34/+12	12/+1	20/+5	Blast 12 (radiation eye beams) [24 pp array] (alt) Blast 12 area cone, no range (alt) Aura Strike 12 (radioactive field)	fearless ultimate save (will) uncanny dodge
INT	WIS	CHA	Telekinesis 11 Telepathy 10 [20 pp array] (alt) Illusion 6 (all senses, selective, phantasms) (alt) Mental Blast 5 (alt) Mind Control 10	
15/+2	22/+6	16/+3	Force Field 1 Mind Shield 8 Immunity 5 (radiation damage) Flight 6 Super-Strength 4 Super-Senses 2 (Danger Sense, Mental Awareness)	
ATTACK	+12 punch 12 & aura 12 +12 blast 12			SKILLS
DEF	18 (14 flat) aura 12			concentration 8 (+14) notice 4 (+10) sense motive 8 (+14)
TOUGH	+16/+5			
FORT	REF	WILL		DRAWBACKS
+9	+6	+14/+6		none
INIT	GRAP	SIZE		
+2	+28	Med		

abilities 59 + skills 5 + feats 3 + powers 117 + combat 40 + saves 9 + drawbacks 0 = 233 pp

Tentacled Horror

monster / PL 11

The Tentacled Horror is one of Dr Null's less attractive experiments in cellular biology. When it is immobile it looks like an undifferentiated mass of greenish tissue, more a slimy mound of kelp than an animal, but once active it is a nightmarish knot of grasping tentacles. Biologically there is no difference between the Horror's body and its appendages—the tissue is all the same. In fact it does not really have a body in the regular sense, just a nexus where the tentacles come together.

The Horror feeds on energy, and large enough doses cause it to undergo extremely rapid cellular replication. It can grow to enormous size, its existing appendages expanding and splitting into additional tentacles as needed.

Once it is exposed to energy, how fast the Tentacled Horror grows is up to you. A good rule of thumb is to have the horror increase one size category every time it is hit with substantial energy damage until it reaches Huge (the first dose makes it Large, the next makes it Huge). Reaching Gargantuan could take considerably more energy, which the Atomic Super Clone can easily provide.



STR	DEX	CON	POWERS	FEATS
34/+12	24/+7	22/+6	Growth 12 continuous (power loss—requires energy)	ambidexterity
INT	WIS	CHA	Additional Limbs 4 (10 extra limbs) continuous	attack focus melee 8
2/-4	12/+1	4/-3	Elongation 3 (50 feet)	blind-fight
			Absorption 10 (energy, healing)	environmental adapt (underwater)
			Protection 6 (physical)	fearless
			Immunity 15 (mental effects, suffocation, high pressure, sleep, starvation and thirst)	fearsome presence 6
			Immunity 5 (entrapment, half effect)	takedown attack
			Super-Movement (slithering, sure-footed)	
			Swimming 4 (25 mph)	
			Super-Senses (blindsight vibration, infrared touch ranged, sense energy ranged extended)	
			(stats are shown for Huge size—refer to table for other sizes)	
ATTACK	+10 strike 12			
DEF	20 (14 flat)			
TOUGH	+12 (10 absorb energy)			
FORT	REF	WILL		
+12	+8	+5		
INIT	GRAP	SIZE		
+7	+35	Huge		
				DRAWBACKS
				power loss (Growth requires energy)

abilities 14 + skills 3 + feats 19 + powers 138 + combat 32 + saves 11 + drawbacks -3 = 214 pp

SIZE	ATTACK	DEF	TOUGH*	FORT	GRAPPLE	Intimidate	Stealth
medium	+12 strike 4	22	8 (10 energy)	+8	+19	+3	+11
large	+11 strike 8	21	10	+10	+27	+5	+7
huge	+10 strike 12	20	12	+12	+35	+7	+3
gargantuan	+8 strike 16 (attack area)	18	14	+14	+43	+9	-1

* All sizes Absorb 10 energy damage (subtract 10 from all energy damage). For simplicity and to match PL limits, the Tentacled Horror's Absorption does not increase energy Toughness higher than its physical Toughness, except at Medium size.

Dam Dr Null!

The news shows the recognizable sight of the Blake River Dam, illuminated by bright lights amid the dark hills and forest.

"...fate of the seventeen workers inside is still unclear. We have intercepted these broadcasts from inside the dam. We apologize for the poor quality of these transmissions."

The image of the dam is replaced by a grainy close-up of man's face, his sunken eyes burning into the camera.

"...unworthy of my genius, unworthy of my gifts." >brzzt< "You would just as soon forget me, smother me in your mediocrity..." >brzzt< "...merely insects, all of you, and this is all you deserve. You will long remember this day, and with it the name of Dr..." >brzzzzzzt<

The broadcast ends in a jagged line of static.

"To recap, the criminal mastermind known as Dr Null has taken control of the Blake River Dam. Police have cordoned off the area but are waiting for reinforcements before moving in. No demands have been made so far, and there is concern that a show of force could end the uneasy stand-off and spur Null to destroy the dam, flooding a considerable portion of the greater metropolitan area..."

Dr Null has taken over the Blake River Dam not to destroy it, but to use it as a power source for his Seismic Converter, a device capable of transforming electricity into kinetic energy, vibrations that can permeate the planet's crust and spread across vast distances. With the full power of the dam, the Seismic Converter will be able to induce earthquakes around the entire world.

This also marks a full circle for Dr Null: this invention that he intends to use to humble mankind is the same one that caused the accident resulting in his amnesia and his as the nefarious Dr Null. The original Seismic Converter was built to absorb low-level tectonic movement across a very large area and transform it into electricity, providing a limitless source of clean energy. Now Dr Null has modified the device to work in reverse, broadcasting vibrations instead of absorbing them.

Blake River Dam

The fictional Blake River Dam is a standard hydroelectric dam, providing power to much of the surrounding region. You can replace it with any dam near the city of your choice.

The dam generates power by drawing water from the reservoir behind the dam into the intake towers. It flows through underground tunnels (called penstocks) which pass under the blades of turbines. The current rotates the turbines, spinning magnets inside the generators and transforming the kinetic energy into electricity.

The reservoir allows the operators of the dam to decide how much water to admit into the intakes (and therefore how much electricity to generate) at any time, regardless of short-term changes in the river's flow due to weather, etc. If there is too much water in the reservoir, the dam operators can release water through spillways, letting it flow through

release gates at the top of the dam and run down the wall to join the river below. Spilled water bypasses the turbines and does not generate electricity. This is usually only done if there is too much pressure on the dam wall. The reservoir is effectively a battery, storing the potential energy of the water.

There are observation and control booths on the top of the dam, but the primary controls are in the power stations at the base of the dam. The power stations are long concrete buildings lining the lower waterway. They house the generators which sit over the penstocks. Water flowing out from beneath the power stations form the river below the dam.

Dr Null's Arrival

Dr Null left his base aboard the Iron Juggernaut. He departed through the underwater locks, following the waterways and then cruising upriver to the base of the dam. The robot remained submerged the whole time to avoid attracting attention. Dr Null rode in the auxiliary control room (built for when he chooses to operate it manually or just watch the fighting from close up) and the smaller Tankbots were carried in the cargo bay between the treads.

The Iron Juggernaut reached the dam after dark. It surfaced and disgorged the Tankbots, who swarmed over the compound and rounded up the night-shift workers. After Dr Null off-loaded the Nega-Sphere and the Seismic Converter with the help of a few remaining Tankbots, the Iron Juggernaut moved out of the river and circled around through the woods to reach the reservoir behind the dam where it re-submerged itself and lies in wait.

Dr Null entered the eastern power station and made himself busy splicing power cables from the dam's generators to his Seismic Converter.

Enter the Heroes

Heroes may intercept Dr Null's broadcasts, or they may see the early news reports from the dam described in the introduction.

If you are running this scenario as an immediate continuation of **Day of Dr Null**, city authorities are still reeling from the attack of the Atomic Supermen. Police, fire and medical services are struggling to return normalcy to the city, leaving only a token contingent to surround the dam and prepare for the worst. Officials are scrambling to deal with this new threat but their resources are already heavily overtaxed. Police roadblocks have secured roads leading to the dam but they do not have the firepower to move in—who knows what Dr Null has in there waiting for them. The authorities are eager for the heroes' assistance (of course) but can provide little in the way of support.

Dr Null takes over the dam just after dark, so the heroes arrive at the dam during the night. The Iron Juggernaut is not visible unless the heroes have some means of seeing into the dark waters. When the it circled to the top of the dam it smashed through trees and gouged massive tread marks in the soft earth, but the forest is pitch black at night and these signs could easily be missed.

Notice DC 30 to spot tracks from a distance at night (DC 15 if able to see in the dark). Notice DC 15 to spot smashed trees if cutting through the woods on foot, but not necessarily recognize tread marks.

No chance to spot Iron Juggernaut underwater at night without Super-Senses.

Sneaking up to the dam is trivially easy. From a distance heroes may spot Tankbots patrolling the exterior of the power plants at the base of the dam, but they are only a concern once on the grounds.

Revelations

Key plot revelations are outlined here so you can highlight them during play. They are listed in the order they will probably occur.

An important revelation should be a critical point in the game, changing players' perceptions of the situation and possibly their response.

1) Dr Null is going to destroy the dam (incorrect)—Authorities and the media presume that having failed to conquer the city, Dr Null is going to destroy it with a flood.

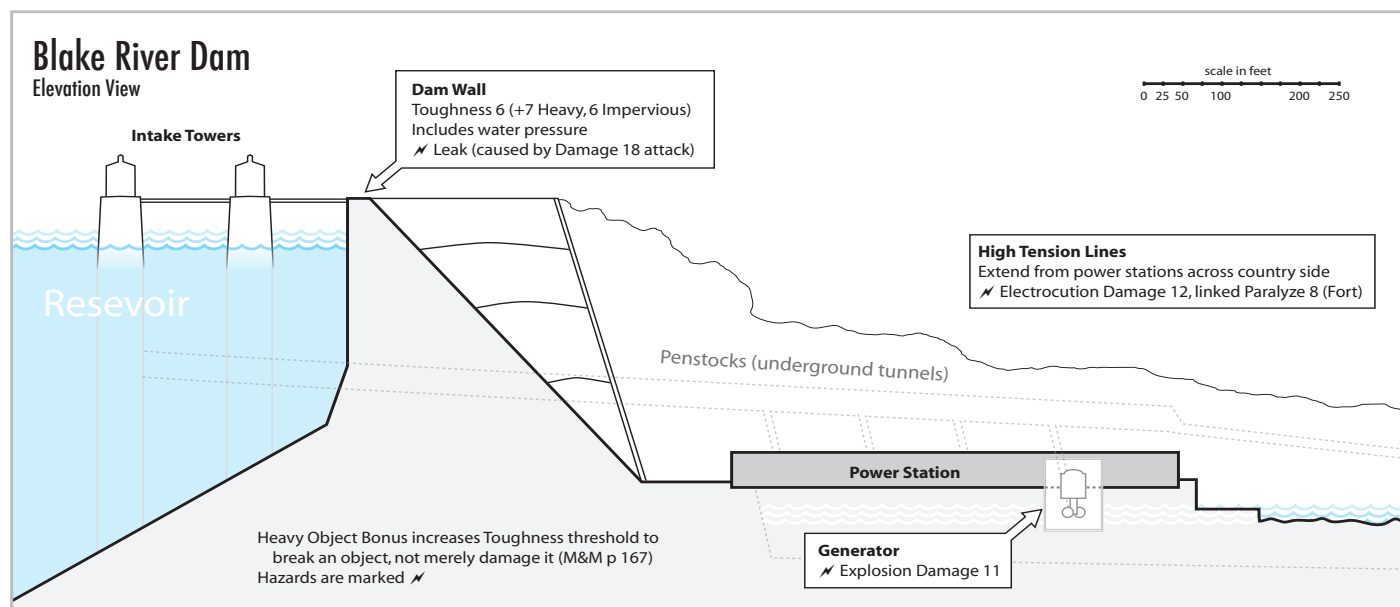
2) Iron Juggernaut hidden in the water—If the heroes have not already found Dr Null they are likely to assume he is inside the Iron Juggernaut, particularly after they hear his voice booming out of its loudspeakers (Red Herring).

3) Seismic Converter—Dr Null wants the dam as an energy source to power his Seismic Converter, an invention that can create widespread earthquakes and do far greater damage than a simple flood. Heroes may have already gained all the clues they need in Dr Null's base. Heroes who researched Dr Null's origin should recognize it as the project that caused his accident originally.

4) Nega-Sphere self destruct—Enraged by the failure of his Seismic Converter, Dr Null sets his Nega-Sphere to explode and destroy the dam. It's the last straw. In his fury he intends to destroy the city even if it kills him.

Action

The action at the dam starts with three encounters: 1) the Tankbots patrolling the facility, 2) the Iron Juggernaut submerged in the reservoir, and 3) Dr Null in the power plant with the Seismic Converter. They are listed in the



Blake River Dam

Aerial View

Dam Wall

Toughness 6 (+7 Heavy, 6 Impervious)
Includes water pressure
✓ Leak (caused by Damage 18 attack)

Utility Bridge

Intake Tower

Reservoir

Power Station

Generator

✓ Explosion Damage 11

River Outflow

Penstocks (underground tunnels)

High Tension Lines

Extend from power stations across country side
✓ Electrocutation Damage 12, linked Paralyze 8 (Fort)

Overflow Tunnels

scale in feet

0 25 50 100 200 250

Heavy Object Bonus increases Toughness threshold to break an object, not merely damage it (M&M p 167)
Hazards are marked ✓

order they are most likely to occur, but this may change depending on what the heroes do.

Dr Null can watch the remote feeds from his Tankbots or Iron Juggernaut on the console of his Nega-Sphere, allowing him to see what is going on when fighting breaks out. He can speak through loudspeakers built in to the Iron Juggernaut, but not the Tankbots.

Tankbot Patrols

The Tankbots are there to police the facility and apprehend anyone who might interfere (such as the dam engineers). They automatically signal Dr Null if they meet any resistance. Their relentless patrolling makes it more difficult to catch Dr Null at unawares—unless they have exceptional stealth abilities heroes are likely to get in at least one fight before they find Dr Null, alerting him of their presence.

The robot patrols are probably not a serious threat to the heroes. The heroes may have an unexpectedly easy time smashing waves of mindless Tankbots, but just when they start to think they are in for an easy victory Dr Null activates his real champion, the Iron Juggernaut.

Submerged Giant Robot

The Iron Juggernaut is programmed to lie in wait until Dr Null orders it to surface or it is attacked. If the heroes are inside the power plant buildings when it is activated they hear the crashing water outside, and through the windows

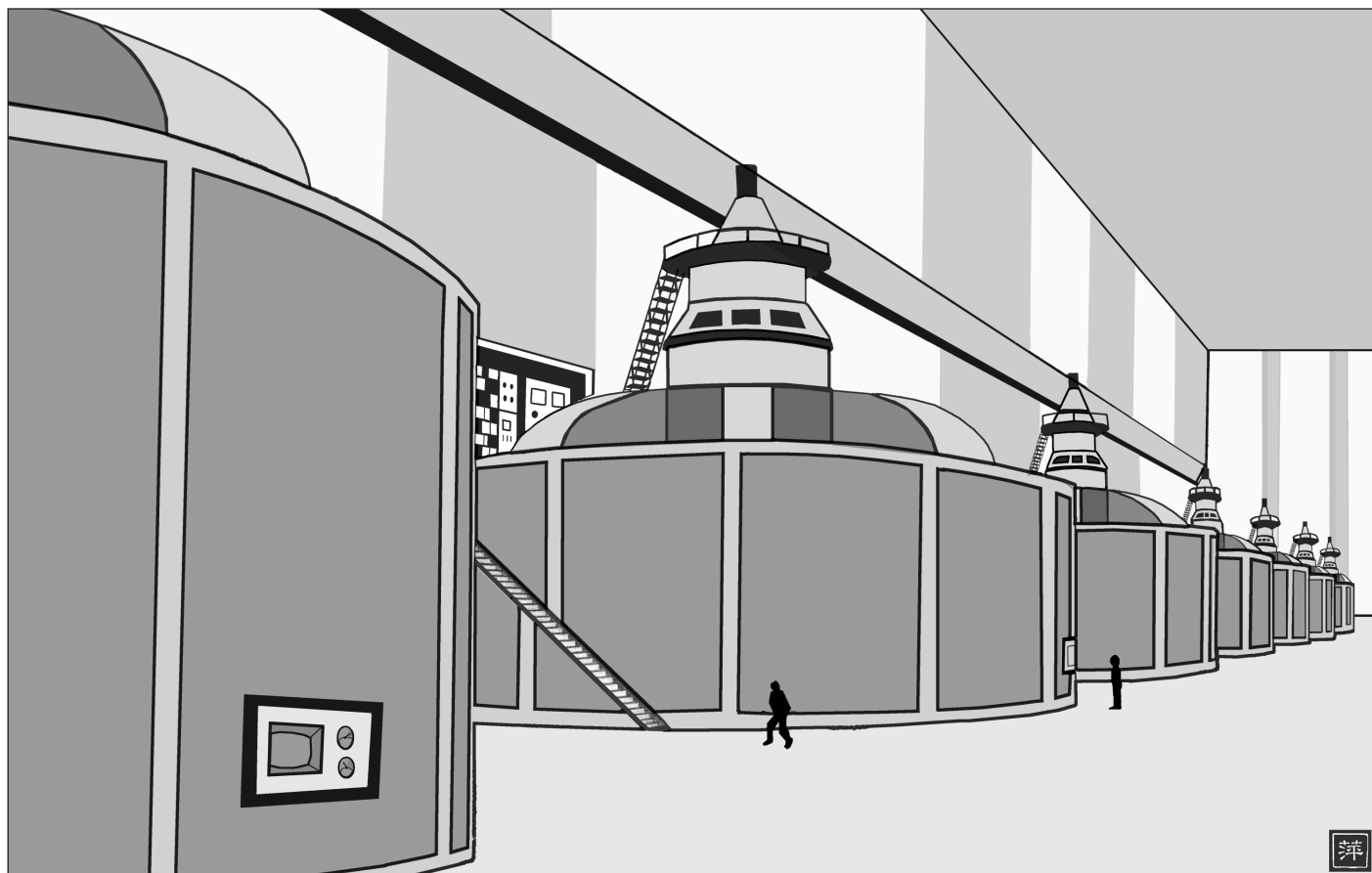
they see the ominous shape of the titanic metal juggernaut rising above the dam.

The mechanical monstrosity stands waist-deep in the reservoir, towering over the dam wall and sloshing water over the top like a behemoth in a bathtub. The reservoir is too deep to actually stand, but the robot can use its underwater thrusters to tread water.

It can strafe the heroes with ranged attacks from the top of the dam, looming over the lower dam and the power plants, forcing melee heroes to come to it, or it can roll up onto the land and circle back to the lower dam (unleashing a barrage of ranged attacks en route).

Dr Null watches the battle through the Iron Juggernaut's remote cameras and talks through its booming loudspeakers, gloating as his giant robot crushes the heroes beneath its treads or cursing the heroes for their dogged persistence. Heroes may incorrectly assume that he is onboard piloting it (particularly if they encountered his Tripod Walker and Cyclotron in **Dr Null: Battle on the Bay Bridge** and **Day of Dr Null**). Dr Null did not think of tricking the heroes, but he may encourage their assumption once it becomes apparent, just for his own amusement.

The Iron Juggernaut is a tough opponent. Most heroes will be hard pressed to make a dent in it, and even concentrated attacks may barely slow it down. At this stage Dr Null wants to use the dam, not destroy it, but collateral damage from the fight could easily put the dam in jeopardy.



Time Runs Out (GM Craft)

Rather than let the heroes defeat the Iron Juggernaut and only then realize that Dr Null is not inside (which leads to a pause in the action), it is more dramatic to start the countdown to doom while the heroes are still bogged down in the fight.

Lights all around the dam flicker and then burn brightly. A deep hum fills the air as underground floodgates open and all the generators spin up to full capacity.

As the heroes wonder what is happening Dr Null's voice booms out of the mechanical goliath:

"Oh, don't let that distract you from your futile heroics. It's not that I don't enjoy watching my little toy grind you into the dust, but I have more important matters to attend to. Did you really think I would just twiddle my thumbs until you came and butted your noses into my work?"

And if the heroes make some comment about destroying the dam:

"Did you really think I would destroy this dam when it provides me with all the power I need? What good is destroying just one city when I can humble the whole world?"

Belly of the Beast (Action Shtick)

Can't penetrate the giant robot's heavy armor? Bring it down from within instead. Heroes could pry open a utility hatch or the Tankbot loading ramp and crawl inside the rampaging juggernaut, squirming through conduits and access tunnels to reach a vital spot that will bring the monster down.

This Action Shtick is most appropriate for heroes who live by their wits and utility belts but lack the raw power to take on a juggernaut like this in a straight fight. Heroes may split up, a few crawling into the robot's innards while the heavier hitters pound it from the outside to keep it busy.

The Iron Juggernaut has no internal defense systems, but the innards of an operating machine is still a dangerous place to be—grinding gears, pistons and exposed energy sources pose a constant threat to would-be robot spelunkers. Seemingly safe spaces suddenly close-in as the robot bends or turns. Pressure valves open and close inexplicably. Electrical arcs flare between terminals. A wrong turn into the fusion breath conduit could cut a hero's career short.

Knowledge–Technology DC 25 to head towards a specific system and possibly avoid hazards (not required but could make things easier for the hero.

moving parts: Damage 8 area, Reflex save for no damage

walls closing in: Reflex DC 20 or Strength DC 25 (to hold open), failure means hero is trapped in Toughness 10 chamber and will take Damage 10 a round later and each round thereafter until escaping (by smashing, Disabling Device, Searching for concealed utility panel, etc.)

electrical arcs: Damage 10 area

There is an auxiliary control room Dr Null uses, but getting to it should not be easy—the exterior hatch is concealed and protected with the full armor of the robot (this is just a fancy way of forcing the heroes to crawl through the innards instead of cutting to the chase).

Once the heroes reach someplace vital their sabotage could cut the robot's power supply entirely, disable particular weapons, make it rampage insanely or just explode (the fusion power burning through the interior systems and venting out through the joints of the robot in a burning flash but not destroying the armor, leaving a smoking lifeless hulk). A lot will depend on how the heroes describe what areas of the robot they are heading for.

Disable Device DC 25 or attack versus Toughness 10 once vital area is reached.

Use a Complication to have the robot rampage or explode (Blast 14 area) with the heroes inside. Heroes may try additional sabotage to bring down a rampaging robot.

In the "Fly Up the Gun Barrel" variant, a particularly invulnerable hero could choose to leap into the robot's mouth and down into the fusion bottle where the atomic breath weapon originates. Rupturing the magnetic fusion bottle causes the robot to explode as described above.

Magnetic fusion bottle Toughness 12. Atomic breath damage each round (no reflex save).

Dr Null, in the Power Plant, with the Seismic Converter

Dr Null has set up camp in the eastern power station. The majority of the building is a single long gallery dominated by a row of huge generator turbines. There is a narrow walkway at ground level facing the water with tall windows looking out towards the opposite power plant and the dam. In the gap between each generator is an alcove and an access staircase leading to a secondary deck above the turbines. There are various utility ladders, high catwalks, winch tracks, and numerous control and monitor panels to show the status of each generator.

- Tangles of cable litter the area where Dr Null has connected the Seismic Converter directly to the power output of the generators. The Seismic Converter is a long cylinder, with nested arrays of turbines showing between gaps in the hull. Its shape resembles a jet engine, but without any exhaust.
- Another loop of cable runs over to Dr Null's Nega-Sphere, allowing him to control all functions of the dam and the Seismic Converter from his console.
- The seventeen workers who make up the dam's night shift are also here, herded together and surrounded by a half dozen Tankbots. The prisoners are dangerously close to the Seismic Converter—heroes should be careful to get them safely out of the way before tampering with it.

If the heroes have already confronted the Iron Juggernaut, the Seismic Converter was probably already powered up as described above. If not, Dr Null activates his Iron Juggernaut now to draw off the heroes and then powers up the Converter.

Dr Null is confident his Nega-Sphere can protect him from direct assault—he will not hesitate to interpose himself to protect his Seismic Converter. Once the Seismic Converter is powered up, proceed to the **Finale, Take 1—Seismic Converter**.

Things do not always go as planned. The heroes may somehow manage to sneak in and destroy the Seismic Converter before Dr Null has a chance to reveal the Iron

Juggernaut. In that case he will call up the Iron Juggernaut to destroy the dam, forcing the heroes to stop it before it causes a deadly flood. After the heroes defeat the Iron Juggernaut, proceed to **Finale, Take 2—Death of Dr Null**.

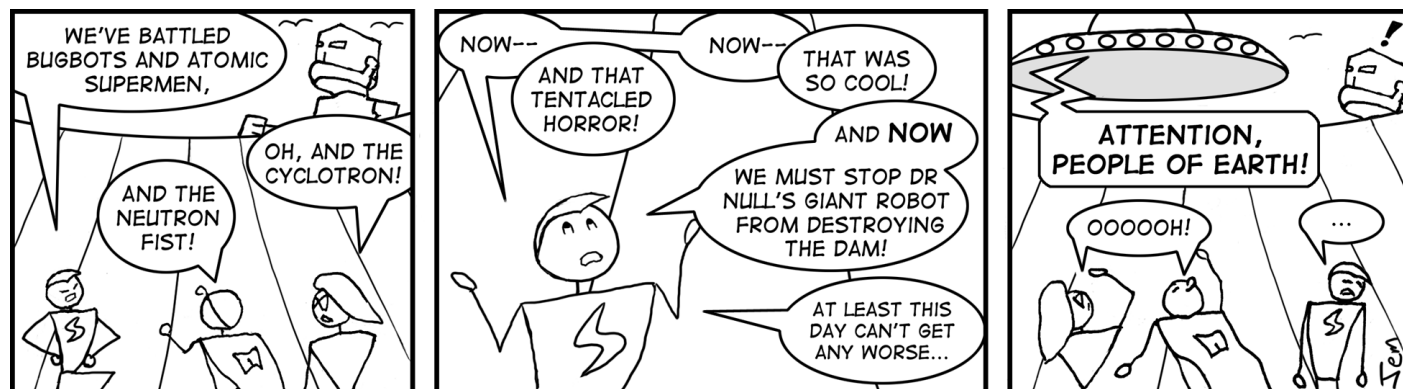
Revenge of the Fist (Optional)

The heroes are not the only ones who saw Dr Null on the news—the Neutron Fist saw it too, and he has come looking for payback. He was on his way out of town when he heard the radio reports, conveniently not far from the Blake River Dam. Good luck for the Fist, bad luck for Dr Null.

Neutron Fist is described in **Day of Dr Null**. If you did not run that adventure omit the Fist entirely—his appearance will have far less meaning to the heroes if they have not encountered him before.

The Neutron Fist is a wild card. Depending on how previous encounters went he might hate the heroes, or he could help defeat Dr Null. Hammond is a hardened criminal who has been exploited for his power time and again. Distrust is his middle name. He is likely to tell heroes who have shown him good faith to just stay out of his way rather than actually team up with them. If you want to make things extra-difficult for your heroes, the Fist's brief taste of a normal life in **Fist for a Day** could have driven him to near-suicidal rage and despair. He might decide to destroy the whole dam along with Dr Null.

Have the Fist arrive whenever it seems the most interesting. He could show up early and smash his way through Tankbots (and possibly sections of the dam) looking for Dr Null, or he could make an entrance right when the heroes are poised to disable the Seismic Converter, a potentially deadly distraction for the heroes or an unexpected monkey-wrench in Dr Null's plans.



Finger In the Dike (Action Shtick)

The dam is tough but not invulnerable. A concrete wall as thick as the dam would normally be extremely difficult to damage, but the dam is thick so it can resist the pressure exerted by the water in the reservoir. When the wall is weakened enough that it can no longer resist that constant pressure, the dam will eventually collapse.

Toughness 6, Heavy Object bonus +7 (includes water pressure), Impervious 6

A Disabled/Broken result means the dam has been structurally weakened enough that water pressure will soon spring a leak. The dam takes 10 on its Toughness saves, so it takes a single Damage 18 attack to weaken the dam enough to cause a breach.

Damage 6 - surface damage, Injures the dam (reducing further saves)

Damage 18 - dam weakened enough to soon spring a leak (as described below)

Damage 23 - water pressure immediately punches a hole in the dam (as below but start at DC 30)

Damage 28 - dam collapses completely

Reduce these numbers by the number of Injuries the dam has already taken (for example if the dam had already been injured four times, a Blast 14 could cause it to spring a leak).

An unopposed attacker can take a full round action to make the dam take 5 on its save, reducing the number needed by 5 (but not below limits of Impervious)—you may choose to only allow this outside of combat when there is no interference. Without water pressure the dam would have a +12 Heavy Object bonus.

Damage may appear superficial, the dam showing no signs of failing, but looks can be deceiving. Once the dam has taken enough damage to spring a leak, the tremendous pressure of thousands of tons of water will slowly expand even the tiniest fracture. Structural flaws deep within the wall slowly widen until the peril becomes apparent:

(surprise round) *An ominous noise rumbles across the valley, the sound of concrete shifting and cracking deep inside the dam wall.*

(round 1) *A growing hairline fracture spreads across the outer surface of the dam wall.*

(round 2) *Sprays of water erupt as chunks of concrete break free at the damaged point and tumble into the river below. Water shoots out like a fire hose, its force increasing steadily as the pressure expands the hole.*

There can be a long delay between an attack and the first sign that the dam is seriously damaged (surprise round above), but once the danger becomes evident the heroes have to act fast. If they do nothing, the rushing water continues to erode the wall and widen the crack until the entire dam collapses under the current. There are various solutions the heroes can try, including:

- Welding the concrete closed with laser eyes or freezing the water solid with ice powers
- Plugging the gap with a convenient boulder or a mystical wall of force
- Blocking the geyser with a super-strong hand or chest (the literal finger in the dike)

The sooner the heroes act the better. It is far easier to stop the collapse before it spreads, but they might be hard pressed to save the dam in the middle of a fight with Dr Null's Iron Juggernaut. And of course just when the heroes are starting to get one breach under control another might spring up...

DC 25 to plug the gap. DC increases by +2 each round, starting round 2. Use power check, strength check, etc. depending on what the heroes do. Apply bonuses or negatives for creative or unlikely plans respectively. Use Combined Attack bonuses if heroes cooperate in ways that work together.

Heroes can retry each round if appropriate. If they fail by less than 5 the breach is not sealed but the spreading is slowed, so the DC only increases by +1 that round.

When the DC reaches 35, the dam collapses.

"And Then the Dam Breaks!" (Action Shtick)

Maybe the heroes do not plug a leak fast enough, or maybe Dr Null blows up the dam after all. Whatever the reason, a towering wall of water is now rushing downriver towards the sleeping suburbs and the city proper.

If the heroes are in the immediate path when the dam breaks they will be hit with the full force of the flood's fury and may be swept along with the tide if they have no means to escape.

Damage 10 area (Reflex save applies)

Swim DC 25 each round to stay above water

Heroes may still be able to avert the disaster before it reaches inhabited areas.

- Dig a massive trench to divert the flood.
- Create a wall to hold the flood in the river valley downstream of the dam.
- Freeze the entire wave in a massive glacier or make the water magically disappear.

DC 35 to stop the flood. Use power check, strength check, etc. as appropriate. Apply bonuses or negatives for creative or unlikely plans respectively. Use Combined Attack bonuses if heroes cooperate.

This DC is realistic but hard for the heroes to reach. Adjust lower if you want to make things easier.

If they are unable to stop the tidal wave-like power, the heroes can take the hands-on approach and assist with evacuation and rescue:

- Race ahead and alert the sleeping communities downriver.
- Rescue motorists trapped in a car-turned-boat swept along in the flood's path.
- Airlift trapped suburbanites from their rooftops before their houses collapse under the tides.

If you want a real shake-up, let the flood waters sweep into downtown. The waters will subside from most streets in a few hours but lower sections of the city could be knee-deep for days to come. With police barely able to patrol those areas they become lawless zones, leaving the heroes with their hands full to control rioting street gangs and whatever opportunistic supervillains crawl out the woodwork.

Flooding the city could be a major game event. You could spend whole game sessions doing search and rescue, or trying to bring order to the flooded no man's land. Maybe the water is trapped and never drains, creating a new Venice ghetto in your fair city. Heroes might be haunted for years by the aftermath of the Blake River Flood.

High Voltage (Hazard)

The dam generates massive amounts of electricity, creating many exciting opportunities for electrocution. Combatants could run afoul of the high tension lines that leave the power stations, or touch an exposed section of the ad hoc cabling Dr Null has used to connect the Seismic Converter to the generators. Crafty heroes may try to use the power lines as weapons.

Direct current makes muscles go rigid, potentially freezing heroes in place until they burn to a crisp or break free.

Damage 12, linked Paralyze 8 alternate save Fort

Exploding Generator (Hazard)

Damage to the power station generators can cause the spinning magnetic core to crash into the interior walls. The tremendous force can tear the generator apart, exploding in a deadly hail of steel and concrete. Most damage to the heavy outer walls of the generator will not cause the core to crash, but an unlucky shot to the exposed axle support at the top of the generator could easily unbalance the core and cause an explosion.

Instead of exploding immediately, a generator may shudder horribly for a round or two as the core wobbles off its axis, giving bystanders a chance to run for cover.

Blast 11 explosion (reduce damage if the generator is not operating at full power)

Finale, Take 1–Seismic Converter

“You recognize this don’t you? I know you do. My Seismic Converter was to be my gift to humanity, limitless energy for all mankind. But you weren’t worthy were you? No, you just take and take and take. You were jealous of my genius, jealous of my vision. You’re ants, petty bitter ants, and I was a fool not to see it.”

“Oh, you’ve vexed me. Your arrogant heroics have been a thorn in my side, too often. But I see now that it is fitting that it should come down to this, that I give my gift back again.”

“I built the Seismic Converter to absorb the energy from the tectonic movement in the earth itself and then transform it into electricity, but I’ve come up with a far better use for it. A trivial matter to reverse the process and use the electricity of this dam to create oscillations in the planet’s crust, an earthquake of a magnitude the world has never dreamed!”

“Would they remember the man who tried to help them, tried to rescue them from endless toil? No, but they will remember the man who brings their cities down around them, the man who brings this world to its knees!”

Rather than wait for the heroes to arrive and spoil his plans, Dr Null turns the Seismic Converter to full power while the heroes are still tangled up fighting the Iron Juggernaut. If not, he dramatically pushes the button on his console within the safety of his Nega-Sphere as the heroes watch, powerless to stop him.

The Seismic Converter whines like a jet engine pushed into the red, the very air around it starting to shimmer from the vibration. Your skin buzzes and tingles, and loose tools and discarded sections of cable begin to skitter and slide across the concrete floor. The sound is momentarily unbearable and then shifts higher into a frequency you cannot hear but can still feel pressing against your head.

Instead of just creating a powerful localized quake, the vibrations rippling out from the Seismic Converter carry for great distances through the Earth’s crust. This means the heroes have some time to react before the tremors reach dangerous levels, but when the earthquakes do start they will affect a vast area, possibly the entire globe. Quakes will be greater where natural faults already exist and weaker in more stable areas.

The steadily increasing vibrations make it clear that the heroes have to act fast. A few of the obvious solutions that heroes may try are given here, but they may certainly come up with others as well:

Destroy the Converter—This is the most obvious solution and a heroic favorite: smash the Seismic Converter and eliminate the threat. Observant heroes will note that the tremendous energy flowing through the Seismic Converter is likely to erupt dangerously if it is destroyed (of course it explodes, everything explodes). This could certainly put the captured dam workers in danger, and possibly destroy much of the dam. Crafty heroes might opt for the “hurl it into space” solution.

Toughness 8

Blast 16 explosion if Broken/Disabled at full power

The description of the Seismic Converter powering up should give the heroes a fair clue that there is a lot of energy coursing through it and that smashing it could have violent results.

Cut the Power—If you cut off its power supply, the Seismic Converter cannot do any more damage. Even cutting some of the power will reduce the intensity of the quakes. There are numerous points where heroes could break the power flow to the Converter, both in the room and out on the dam:

- cut cables running into the Seismic Converter (see **Hazards—High Voltage**)
- destroy the generators (see **Hazards—Exploding Generators**)
- block the intake towers or penstocks (underground tunnels) choking off the flow of water which spin the generator turbines

Take Control of the Converter—Technical or just plain lucky heroes could try to override Dr Null’s control by fiddling with the utility panels on the Seismic Converter, crossing wires, blowing fuses, etc. Heroes who had the foresight to study the Converter’s plans should get an appropriate bonus.

If Dr Null is still trying to operate the Converter from the console of his Nega-Sphere use contested skill checks or power checks. Other heroes might keep Dr Null busy so he cannot focus on regaining control.

Disable Device or Craft—Mechanical (jury rig) DC 25 to begin shut down.

Craft—Mechanical (jury rig) DC 35 to gain full control and reverse flow to dampen earthquakes.

Opposed skill checks versus Dr Null if he tries to regain control (unless hero thinks to disable communication circuits)

Counter the Earthquake—Heroes with earth powers, mystic arts or even a really good jury-rigged device can try to dampen the tectonic forces being released by the

Seismic Converter. Stopping the earthquakes entirely is unlikely, but even a partial success can reduce the intensity and lessen the destruction.

Counter earthquake DC 40 (reduce DC if power to Seismic Converter is reduced)

Different approaches can work together. Some heroes might race to block intake towers (reducing power to the Seismic Converter) while another uses earth powers to subdue the weakened quakes and a gadgeteer fiddles with the controls to shut the Converter down entirely.

If the heroes are desperate for technical help the captured engineers can provide useful information and assistance. They know the dam backwards and forwards, and provide at least cursory assistance with the high tech Seismic Converter.

Remember its the heroes who are saving the day, not the NPCs. The engineers may figure out what is needed but the heroes should be the ones who do the deed (only an invulnerable hero can reach in and disconnect the exposed high voltage line, etc.).

Harmonic Waves (Optional)

If just smashing the Seismic Converter seems too easy, try this option instead:

"Fools! You're too late, too late! The harmonic waves I've released into the Earth's crust are spreading out around the globe. When the waves circle the planet and cross over they will reinforce themselves, growing stronger and stronger with each oscillation!"

"Soon the whole world will tear itself apart, and there's nothing you can do to stop it!"

Heroes need to cancel the tectonic energy already released before the amplitude increases and it causes catastrophic earthquakes (using **Take Control of the Converter** and **Counter the Earthquake** above).

Even if the heroes fail, Dr Null's assessment might be optimistic—the harmonic waves could cause earthquakes of varying intensity at critical points around the globe without actually destroying the world.

Finale, Take 2—Death of Dr Null

"Noooooooooooo!" >kaboom<

- last words of Dr Victor Marsden aka Dr Null

Maddened by his repeated failures, Dr Null decides to exact a bitter revenge rather than endure the humiliation of another defeat. If he cannot shake the world to its very foundations, he can at least obliterate this dam and let the waters wipe away the city that mocked him, and the heroes

that have so vexed him along with it. He may die, but he will have the last laugh.

Dr Null overloads the power of his Nega-Sphere, locking the circuits into a cyclical loop and committing it to self-destruct. The sphere builds up power until it cannot contain any more, finally erupting in a catastrophic discharge.

As soon as the Nega-Sphere starts to overload it sheds dangerous amounts of energy, damaging anyone or anything nearby as the power increases.

Blast 6 area explosion, concentration, no range, affects incorporeal (damages everyone in the area each round)

Increases by +1 each round until it reaches 12, after which the Sphere explodes.

Dr Null pilots the Sphere as close to the dam wall as possible, crashing through the windows/walls of the power plant if necessary. He is determined not to let the heroes stop him. He fully intends to go down with the ship.

The pulsing sphere shines more brilliantly every second, making it clear to the heroes that it is steadily approaching critical mass. Heroes need to keep the Nega-Sphere away from the dam wall before it explodes to prevent a catastrophe.

Blast 24 area explosion, affects incorporeal

Sufficient to immediately collapse the dam if within 10 feet, or create a breach if within 60 feet (farther if the wall is already damaged).

Dr Null should go out with a bang, not a whimper. If heroes breach the Nega-Sphere or somehow cancel its power the remaining energy implodes in an explosion half as powerful but still with enough fury to vaporize the vindictive doctor.

Aftermath

Depending on how successful the heroes were in averting a flood and/or an earthquake, there could be a lot of clean up ahead (see **"And then the dam breaks!"** for playing out the repercussions of a flooded city).

Dr Null is quite likely dead, the victim of his own twisted machinations, which should be some small consolation to the recovering population. Less optimistic observers might mention that this is not the first time the world thought it saw the last of Dr Null, but that kind of pessimism is likely to be muffled by the collective sigh of relief that the mad man has finally been stopped.

Iron Juggernaut

construct / PL 13

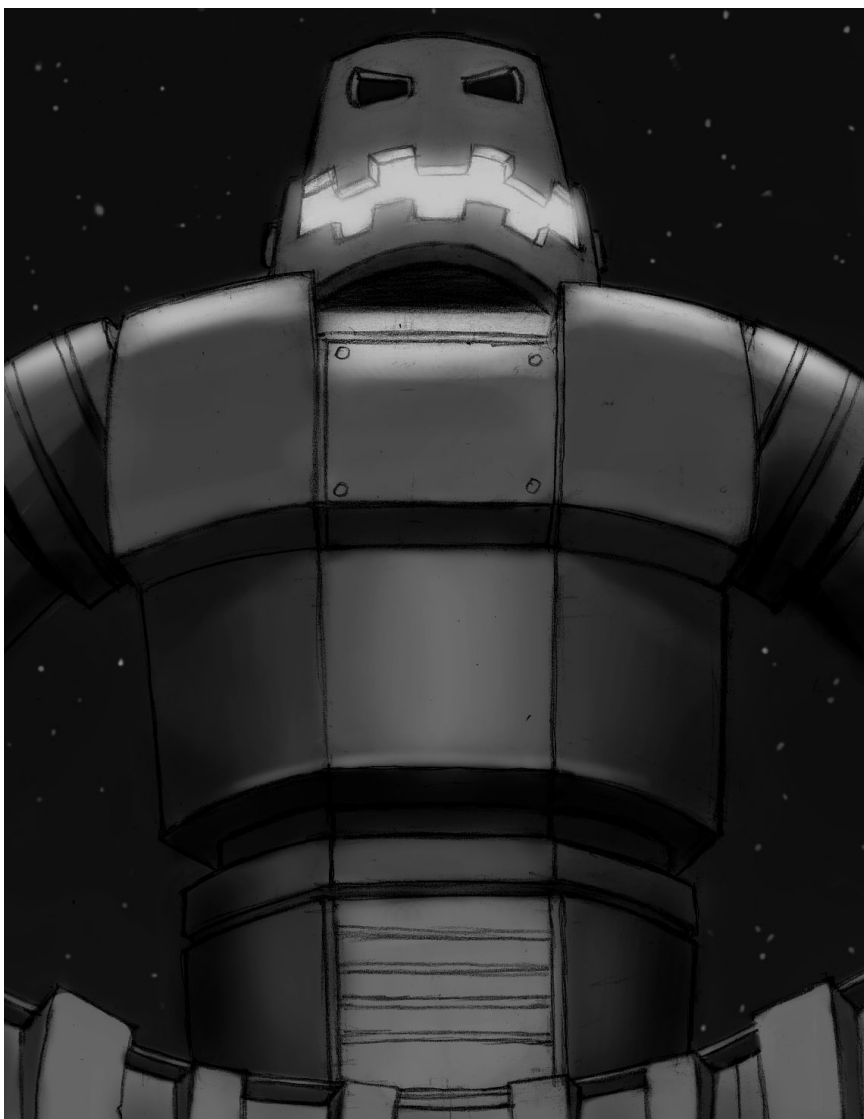
The Iron Juggernaut is Dr Null's ultimate weapon. Well, Dr Null always thinks his latest weapon is his ultimate weapon, but most would agree that the Iron Juggernaut comes pretty close to fitting the bill. It is quite capable of destroying a city or routing an army single-handedly.

The robot stands two hundred feet tall, mammoth tank treads supporting a human-shaped upper body. The entire body is made of armor thicker than a battleship's, allowing it to withstand even the most extreme damage. Besides just crushing anything in its path, it is armed with pinpoint eye-lasers, fingertip flamethrowers, and atomic fusion breath that can annihilate matter completely.

Eye-Lasers—*A thin pencil of light snaps out from one cavernous eye socket, darting back and forth to focus on its target.*

Finger Flamethrowers—*Billowing clouds of flame spill from the fingertips, globs of burning fuel dripping down the massive iron hand and onto the ground below.*

Atomic Fusion Breath—*The immense iron jaw clanks open and an unhealthy emerald-yellow glow builds in the mouth, vomited forth a moment later with an apocalyptic fury. The cone of atomic fire is accompanied by a deafening roar as even the air molecules in its path are ripped apart.*



STR	DEX	CON	POWERS	FEATS
42/+16	4/-3	--	atomic fusion breath (Disintegration 12, area cone, no range, full round, affects insubstantial (half)) [37 pp array]	improved grapple
INT	WIS	CHA	(alt) eye-laser (Blast 10 autofire, precise, accurate 3, improved range 2)	
--	10/--	--	(alt) finger flamethrowers (Blast 12 cone)	
ATTACK	+8 strike 16*		Toughness 14	SKILLS
	+14 laser 10 autofire		Impervious 10 Toughness	notice 8 (+8)
	(cone) flame 12		Immovable 8 Unstoppable	
	(cone) disintegrate 12		Immunity 30 (fortitude)	
DEF	12 (5 flat)		Growth 20 permanent innate	DRAWBACKS
			Speed 2 (25 mph)	none
TOUGH	+24 (10 impervious)		Swimming 3 (10 mph)	
FORT	REF	WILL	Super-Movement (sure footed)	
--	-3	--	Super-Senses (x-ray, blindsight radar, infravision, ultravision, radio, communication link)	
INIT	GRAP	SIZE	*attack area due to size: misses within 12 requires Reflex save, 15 ft area	
-3	+56	Awe		

abilities -44 + skills 2 + feats 1 + powers 189 + combat 68 + saves 0 + drawbacks 0 = 216 pp

Why didn't Dr Null bring the Iron Juggernaut with him when he unleashed his Atomic Supermen on the city? One argument is that he thought 300 radioactive clones was enough to do the job. In classic mad scientist style, Dr Null believes that his latest plan, whatever it is, is his best plan ever and is destined for success.

If you want a more practical explanation, assume that the Iron Juggernaut is still a prototype and is not ready for prolonged operation. After extended combat it may start to overheat, malfunction, or just shut down. Dr Null is aware of these bugs, but while they make the Iron Juggernaut useless for taking over a city he does not expect them to interfere with his mission at the dam.

The Iron Juggernaut can operate independently, following whatever objectives Dr Null has given it, or Dr Null can pilot it manually from an auxiliary control room located in the head. Dr Null can also just watch the action from there, letting the robot fight normally while he devotes his full attention to ridiculing his enemies over the loudspeakers.

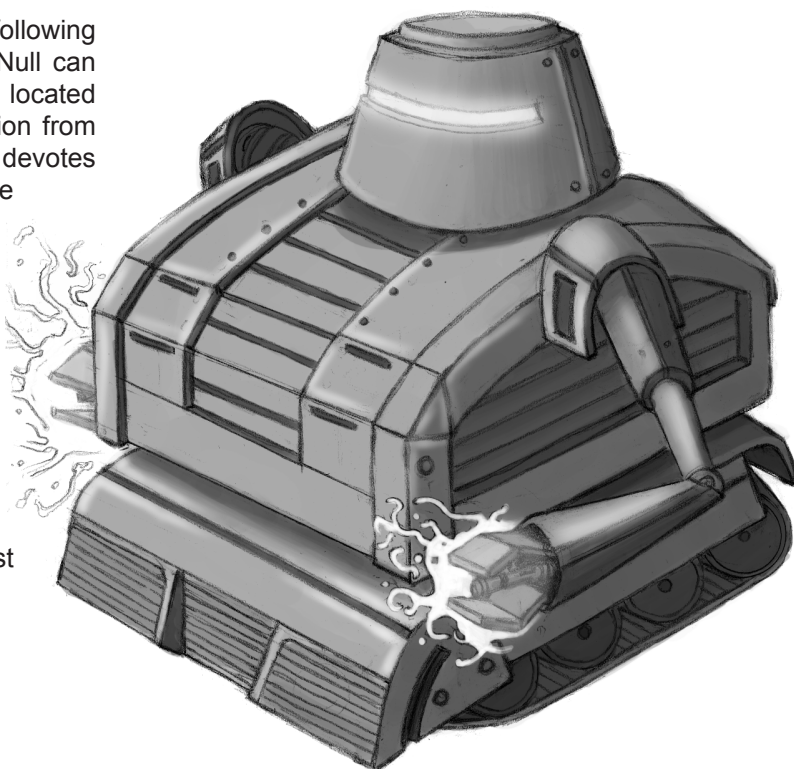
A cargo bay in the base between its two tread arrays can be used to carry a hordes of Tankbots, as well as other vehicles or equipment. A loading ramp flips down in front allowing them to scurry out and tackle smaller targets and secure the perimeter around the Iron Juggernaut.

Tankbots are squat treaded robots with manipulative pincers capable of firing electrical arcs. A tankbot stands about four feet tall and just as wide.

Rules & Tactics

The Atomic Fusion Breath does not emit radiation, it destroys atomic bonds. It does not have a radiation descriptor, so the Neutron Fist (or Atomic Supermen) would be affected despite Immunity Radiation.

Constructs get a Toughness save versus the Toughness drain of Corrosion and Disintegration instead of an automatic failure (MM2 FAQ).



Tankbots

minion construct / PL 5

STR	DEX	CON	POWERS	FEATS
22/+6	12/+1	--	Blast 6 (electrozap)	none
INT	WIS	CHA	Toughness 8	
--	10/--	--	Impervious 5 Toughness	
ATTACK	+4 zap 6		Immunity 30 (fortitude)	
	+4 strike 6		Speed 2 (25 mph)	
DEF	12 (11 flat)		Super-Movement (sure footed)	
TOUGH	+8 (5 impervious)		Super-Senses (infravision, ultravision, radio, comm link)	
FORT	REF	WILL		
--	+4	--		
INIT	GRAP	SIZE		
+1	+10	Med		
				SKILLS
				notice 6 (+6)
				search 6 (+6)
				DRAWBACKS
				none

abilities -16 + skills 3 + feats 0 + powers 63 + combat 12 + saves 3 + drawbacks 0 = 65 pp

Nega-Sphere

vehicle / PL 12

STR	SIZE	MOVE	POWERS	FEATURES
30/+10	Large	100 mph	Aura 12 Strike, affects incorporeal (full) Power Resistance 12 Nullify (all powers) Force Field 18 Impervious continuous, affects incorporeal (full) Sensory Shield 4 Immunity 9 (life support) Datalink 4 Communication 4 (radio) subtle area selective Flight 4 (100 mph)	remote control
ATTACK	+9 touch aura 12			
DEF	9 aura 12			
TOUGH	+18 (18 impervious)			
(combat stats and PL as piloted by Dr Null)				
(vehicle has Toughness 7 if sphere is down and does not protect passenger)				
abilities 2 + features 1 + powers 169 + size 1 + saves 0 + drawbacks 0 = 173 pp / 35 eq				

The outer hull of the Nega-Sphere is not matter but a near-invulnerable ball of destructive energy generated by the on-board systems. The vehicle itself is a small platform (which forms the “floor” within the sphere) with a circular console at waist-level connected to the platform by a slender support. Dr Null usually stands at the console, hunched over the controls so he can supervise all his machinations with the touch of a button, but a collapsible chair be extended from the base if he prefers to sit. The control console has a wide array of functions and can be patched into whatever other systems or devices Dr Null is using at the time. It can still operate as a flying platform with the shield turned off, which Dr Null rarely does expect to exit the sphere or bring someone aboard.

The energy of the sphere creates a disruption at a quantum level, interfering with most powers that try to affect it or pass through it (Power Resistance). Attacks cannot reach Dr Null until the Nega-Sphere has been breeched (vehicle destroyed).

The Nega-Sphere does not have any weapons except the sphere itself—anything coming into contact with it is damaged. The same is true for the interior, so if Dr Null is thrown against the walls of his own vehicle he could be destroyed. An occupational hazard in mad science.

Power Resistance is a pretty universal protection, but feel free to add other tweaks to the Nega-Sphere based on Dr Null’s previous encounters with the heroes. Has Dr Null seen a hero teleport? Then he has probably had time to collect data and improvise at least a temporary means of blocking it. Rather than bothering to create the stats for the device Dr Null would need to do this, consider it a Complication, give the affected character a Hero Point and move on.

Dr Null

villain / PL 15

In now famous Senate testimony, a respected prosecutor once branded Dr Null "the most dangerous man alive." In a world that is home to superhumans capable of lifting mountains and melting tanks with beams from their eyes, it's no small tribute, especially considering that Dr Null himself has no superhuman powers. His danger stems entirely from his scientific genius, a genius that has proven capable of devising inventions far in advance of modern science and schemes that threaten the very world.

Dr Null is also undeniably mad. His is a grand, all-encompassing madness, a madness that harbors deep bitterness towards the world and yearns for his genius to be recognized.

Null wears a white double-breasted lab smock buttoned up one side and dark pants. He wears a black skull cap with a widow's peak concealing his hair. His face is narrow and sunken, his eyes dark and menacing, and his nose twisted.

Dr Null does not typically carry personal weapons or devices to engage in direct combat, preferring to ride in some mechanized war-machine that serves as both personal defense and mobile command center. These vehicles are invariably armed with an array of his latest fiendish weapons, allowing him to smash any opposition he encounters, and a powerful public address system

so his ranting can be heard far and wide. If his vehicle is breached, Dr Null's only recourse is to rant about his inevitable return before flipping the switch on his latest Doomsday Device.

Dr Null doesn't go anywhere without a Doomsday Device.



STR	DEX	CON	POWERS	FEATS
6/-2	12/+1	12/+1	none	distract (intimidate)
INT	WIS	CHA		equipment 40 (vehicles & headquarters)
48/+19	26/+8	16/+3		fascinate (intimidate)
ATTACK	+10			SKILLS
DEF	16 (13 flat)			bluff 6 (+9)
TOUGH	+1			computers 10 (+29)
FORT	REF	WILL		concentration 4 (+12)
+4	+8	+16		craft-chemical 10 (+29)
INIT	GRAP	SIZE		craft-electronic 15 (+34)
+13	+8	Med		craft-mechanical 15 (+34)
				craft-structural 8 (+27)
				disable device 4 (+23)
				drive 4 (+5)
				improved init 3
				inventor
				master plan
				minions 15 fanatical
				intimidate 8 (+11)
				knowledge-earth sci 5 (+24)
				knowledge-life sci 10 (+29)
				knowledge-physical sci 15 (+34)
				knowledge-technology 20 (+39)
				medicine 4 (+12)
				notice 2 (+10)
				pilot 4 (+5)
				sense motive 4 (+12)

abilities 60 + skills 37 + feats 77 + powers 0 + combat 32 + saves 18 + drawbacks 0 = 224 pp

Origin of Dr Null

Dr Null was Dr Victor Marsden, a brilliant if somewhat arrogant research scientist. He had little tolerance for his perceived lessers, the short-sighted fools the world seemed to stock in such abundance, and while such an attitude endeared him to no one it is the kind of attitude expected to accompany genius so it was largely tolerated. After his initial successes, inventions of various sorts, there was no doubt that a bright future awaited Marsden. In time and with unrelenting work he could become one of the scientific greats of the world. As is often the case, fate intervened.

Marsden was working on his first real breakthrough project, a device that would use harmonic frequencies to absorb widespread seismic forces from the Earth's crust and then convert that force into harnessed electricity. This Seismic Converter not only provided free clean energy, it reduced the risk and magnitude of earthquakes by reducing tectonic pressure.

Marsden and his team worked around the clock to complete the device, but a malfunction in the lab's power grid caused a surge that back-flowed into the Seismic Converter. Instead of absorbing kinetic energy and outputting electricity, the surge pumped energy into the device and caused the Seismic Converter to broadcast dangerous harmonic waves. The resulting earthquake woke people in their beds all across the county.

In the lab it was total chaos, the quake rocking the building to its very foundations. Even as his staff tried to drag Marsden away he berated them for incompetence and refused to leave, determined to bring his creation back under control and prove that his design was sound.

Whether Marsden finally succeeded or the damage cut power to the Converter, no one is sure. Rescue teams found him in the rubble, unconscious from a head injury. At the hospital he lapsed into a coma. It was impossible to tell when he would recover, his doctor's announced. It could be weeks, it could be months.

In fact Marsden did not wake up for three years.

When he awoke he was alert and communicative, his mental faculties apparently unharmed but without any recollection of who he was. He remembered the accident, but nothing before that point. His doctors hoped that with time and exposure to the facts of his old life his memory would gradually return. They tried to teach Marsden details of his past life but it was just meaningless trivia to him. A picture of his mother did not strike any more of a chord in him than the Periodic Table of the Elements. It seemed to have nothing to do with him.

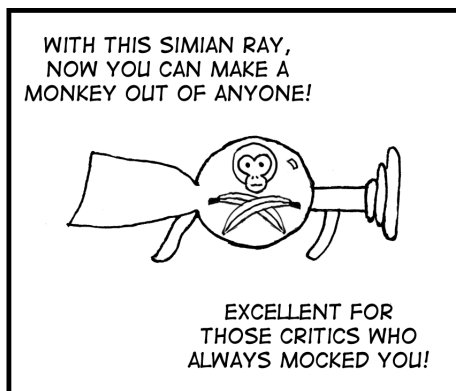
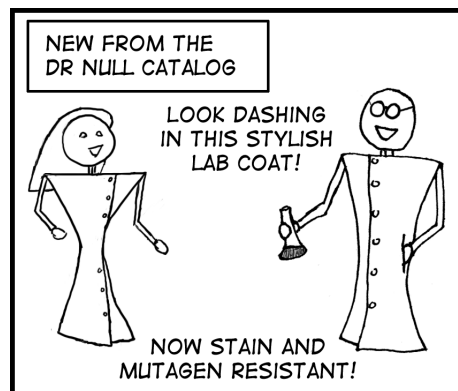
It quickly became clear that while personal memories were a blank, his technical knowledge, intelligence and logic had not suffered. If anything Marsden was even sharper than before, quicker to leap to scientific conclusions that would take others days to plod through, quicker see new approaches. Medical scans showed unusually high activity in his brain, interpreted at the time as signs of his recovery from the coma. Much later after Dr Null emerged as a national threat the medical data was carefully re-examined. Marsden's expanded intellect seemed to be the result of extensive branching and remapping in his neural pathways, an inexplicable side effect of his brain's healing process.

Marsden had been arrogant and uncompassionate before the accident, but his new lack of identity robbed him of any real human connection or sympathy to those around him. His psychologists hoped that this was a short term reaction to his trauma and that he would adjust with time. In fact quite the opposite seemed to be happen: Marsden became more megalomaniacal as he adjusted to his amnesia and became more certain of himself. It became increasingly clear that after his coma Marsden saw those around him as little more than gnats, irritating and inferior creatures. Attempts at therapy just revealed a rising paranoia—they were all against him because he was better than they were. They were jealous of his genius and wanted to smother it.

After a final abortive attempt by his doctors to fit him back in his previous life, Victor Marsden dropped out of sight, simply disappeared. In a sense he never did return, never even survived the accident at the lab. Victor Marsden was gone. In his mind he had tried to give the world the fruits of his genius and in return he lost himself. He was left with no identity. He was no one, nothing, a null, and he held the world responsible. When he appeared again months later, he was only Dr Null, and he intended to make the world pay.

Criminal psychologists have theorized that his desire for public recognition of his grand schemes stems from his sense of lost identity. Others say that's a load of psycho-babble. Marsden went crazy when he got hit on the head and he's been a menace to society ever since. It's as simple as that.

Most people don't care one bit about that why Dr Null does what he does, they want to know who's going to stop the Destructo-Sphere floating down Fifth Avenue erasing the skyline. They want to know who's going to stop Dr Null.



Aliens Ex Machina (Scenario Variant)

There is a lot going on in this scenario: saving the dam, stopping the earthquakes, Dr Null's self-destruct, the return of the Neutron Fist, etc. If you want to really push things over the top and blow the lid off the whole situation, throw in an alien intervention right in the middle of the action.

There should be no foreshadowing of the aliens whatsoever. Normally foreshadowing is a good thing, but the goal here is to give the heroes a head-snapping surprise, a "just when you thought things couldn't get any worse" moment, and to move the scale of the threat up several notches.

The heroes have probably faced Dr Null several times, which can amount to a certain degree of tunnel-vision: find Null, destroy his vehicle, stop his plan. A massive twist like this throws all those preconceptions to the wind and completely changes the dynamic of the situation. If you want to break the action at the dam across two game sessions stopping right before the exposition in **Lesser of Two Evils** makes a pretty good cliffhanger. You can also transplant **Aliens Ex Machina** to any other scenario where you want to surprise the heroes and change the scope of the situation.

The Ultimatum

In the middle of the action at the dam, Special Agent Cordry rushes in (she is described in **Setting the Stage**). The heroes should be surprised to see a lone FBI agent on the scene, gun in hand, and probably expect backup to be right behind her. There isn't any.

Cordry is breathless and uncharacteristically alarmed:

"We've got to stop Dr Null's Seismic Converter before it's too late!"

This is old news to the heroes (though if the heroes came straight from Dr Null's base they may wonder how she knows he is using the Seismic Converter). Any "yes we know that" comments or questions what she is doing there will be met with a terse *"There's no time for that!"*

Before the heroes can question her, ask for an explanation, or prepare to race towards Dr Null:

A brilliant crimson light shines through Cordry's blouse. Alarmed, she fishes out a pendant on a gold chain she is wearing around her neck, a pendant now pulsing with a ruby light. "I'm too late!" she gasps, and looks to the heavens fearfully.

The night sky glows with a soft white light as a flying saucer half a mile across fades into existence, looming directly over the dam. The strange craft has an almost palpable presence, but at the same time seems to only partially exist in this dimension—stars are visible right through the ghostly hull. It is clearly not of this Earth.

All across the dam smaller figures phase into existence—Drones teleported down from the mother ship—and creep relentlessly towards the dam wall.

Cordry seems to come to a uncomfortable decision, her features hardening with a new resolve. "They're going to try to destroy the dam. We have to help them."

Lesser of Two Evils

Demand for some kind of explanation should be pretty high at this point. (Very) Special Agent Cordry will oblige:

"They're called the Watchers. I'm one of their agents here on Earth, but I'm human just like you. Believe me when I say what they're doing is for the best."

"The Watchers perceive space and time differently than we do. They've foreseen that Dr Null's actions here are going to cause far more than just an earthquake. He has no idea that when the vibrations released into the Earth's crust hit a certain frequency the entire planet will act as a tuning fork, sending a destructive ripple out across the dimensional continuum. It will be a catastrophe of cosmic proportions."

"My mission was to stop things from ever getting this far, but I've failed."

"If the Watchers' drones can destroy the dam, they'll prevent Dr Null's device from reaching full power and causing the catastrophe. If they can't destroy the dam, the Watchers will be forced to destroy the whole planet to stop an ever greater calamity."

If she is asked why the Watchers do not just take out Dr Null directly:

"One of the possibilities they have foreseen is that it is their direct interaction with Dr Null and the Seismic Converter that causes the catastrophe. They can't take that risk. Even intervening this directly is dangerous, but they are doing what they can to save this world rather than destroy it."

Heroes are not likely to just take it on faith to destroy the dam and flood the city, nor should they. Arguments that there has to be a better way, this is just crazy, etc. are met with resignation:

"I'm sorry, it's out of my hands now. The Watcher's are doing what they can to prevent a terrible catastrophe. You must understand that. They know what's best."

Who Watches the Watchers?

The Watchers are a mysterious intelligence from on-high, operating from a different level of space-time than humans. They do not appear in this scenario or even directly communicate, acting only through their agents or drones.

Cordry is a loyal servant of the Watchers—her faith in them is absolute, even when confronted with a painful decision like sacrificing a city to save a world. Regardless of how difficult it is she will not turn against them, but could be persuaded to help the heroes avert the crisis some other way.

To mentally communicate with the Watchers, Cordry enters a meditative trance in which her normal human awareness can interact with their hyperspatial consciousness, an impossible feat in the middle of the action. Even if she could make them listen, Cordry would not try to dissuade them.

Since the heroes cannot communicate with the Watchers, they cannot waste their breath arguing with them. They have to take action and make their own decisions in the face these hard circumstances.

Close Encounters

Even while the heroes are demanding explanations from Special Agent Cordry, events in the background are progressing rapidly. The drones are methodically positioning themselves to destroy the dam, and inside the power station Dr Null is feeding power into his Seismic Converter.

The Watcher Drones spread themselves evenly across the base of the dam wall in a hexagonal grid. Once in position they hunker down ominously and await for the rest of the grid to be complete. When all Drones are in place, they detonate and destroy the dam. If the drones encounter resistance, groups will combine into larger Man-Drones. The Man-Drones fight while more Drones phase in to fill in any gaps on the dam wall.

Heroes may fight valiantly against the rising tide of Drones, but even if they fight them to a stand-still the rising whine from the power station demonstrates that they are just buying time for Dr Null's earthquakes. For the purposes of this scenario there are always more Drones waiting to be phased in—they will not run out of reinforcements. Worse

still, if the heroes did somehow succeed in wiping out all the Drones it would merely force the Watchers to abandon their plan to demolish the dam and force them to destroy the entire world instead.

If Dr Null is inside the power station he may not even come into contact with the Drones or see the phantom saucer. He has no idea who these aliens are and categorizes them as just more interlopers ruining his plans. If his Iron Juggernaut is still active he will almost certainly use it to attack the drones, along with any remaining Tankbots outside.

Saving the World

If the heroes do nothing, the Drones destroy the dam, Dr Null is foiled, the world is saved but the city is lost. Not likely.

Attacking the Watcher's saucer is a non-starter—not only is it massive and far more powerful than the heroes (capable of destroying the world) it only partially exists in our dimension, making it immune to conventional attacks.

Insubstantial 4 incorporeal

If they want to save the dam and the world, the heroes have to stop Dr Null themselves to show that the danger of a cosmic catastrophe has been averted, and they have to do it fast (**Finale, Take 1—Seismic Converter**). Heroes may well split up, some holding off the Drones while others race to stop Dr Null. As soon as the threat of the Seismic Converter is eliminated, the Drones will stop fighting and phase back to the phantom mothership which itself then fades from view. The alien presence vanishes, taking Cordry with them at least for now, and leaving the heroes to deal with the furious Dr Null (**Finale, Take 2—Death of Dr Null**).

Keep Watching the Skies

The Watchers have vanished as suddenly as they appeared, leaving the heroes with more questions than answers. Will the Watchers return? What is their agenda? Do they have other agents secreted among mankind?

If the Neutron Fist appeared at the dam, what about the uncanny similarity between the appearance of the mysterious orb that gave the Neutron Fist his powers and the alien architecture? Could the Watchers have orchestrated his transformation all along just to prepare him to be present here, on this night, to foil Dr Null and save the world?

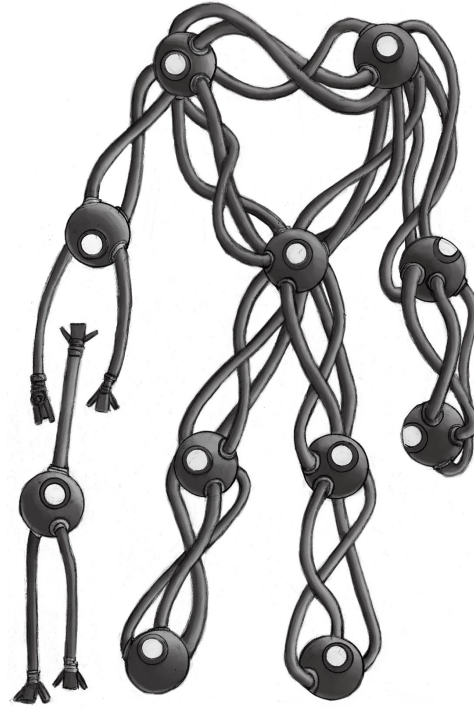
Watcher Man-Drone

construct / PL 10

Drones are primitive cybernetic life forms, created by the Watchers to carry out their will. They are simple black orbs a foot across, with three extendable legs and a single red eye-like dot.

Groups of Drones can combine to form larger more intelligent Man-Drones. The individual Drones extend and intertwine their limbs, becoming the arms, legs and torso of the new collective entity.

A Man-Drone stands twelve feet tall and can extend its limbs much farther to reach distant opponents or just stride across the battlefield. It is surrounded by a deep red energy field that protects against attacks, and which it can project as a destructive force blast from its entire body.



STR	DEX	CON	POWERS	FEATS
30/+10	16/+3	--	Blast 10	improved grapple
INT	WIS	CHA	Elongation 4 (50 feet)	power attack
16/+3	16/+3	--	Force Field 7 Impervious continuous	
ATTACK	+10 strike 10		Toughness 4	
DEF	+10 blast 10		Immunity 11 (mental, fear)	
TOUGH	17 (13 flat)		Growth 4 permanent	
	+13 (7 impervious)		Gestalt 5 (11 drones) continuous	
FORT	REF	WILL	Super-Senses (darkvision, infravision, ultravision, low-light vision)	
--	+8	+8		
INIT	GRAP	SIZE		
+3	+29	Large		
<div>SKILLS</div> <div>notice 8 (+11)</div> <div>search 8 (+11)</div> <div>stealth 4 (+3)</div>				
<div>DRAWBACKS</div> <div>none</div>				
abilities 10 + skills 5 + feats 2 + powers 90 + combat 38 + saves 10 + drawbacks 0 = 155 pp				

Watcher Drone

minion construct / PL 5

STR	DEX	CON	POWERS	FEATS
18/+4	16/+3	--	Elongation 2 (10 feet)	improved pin
INT	WIS	CHA	Toughness 6	
10/--	10/--	--	Immunity 11 (mental, fear)	
ATTACK	+6 strike 4		Shrinking 4 permanent innate	
DEF	14 (12 flat)		Super-Movement (wall crawling)	
TOUGH	+6		Super-Senses (darkvision, infravision, ultravision, low-light vision)	
FORT	REF	WILL		
--	+6	+0		
INIT	GRAP	SIZE		
+3	+7	Small		
<div>SKILLS</div> <div>notice 4 (+4)</div> <div>search 4 (+4)</div> <div>stealth 4 (+11)</div>				
<div>DRAWBACKS</div> <div>none</div>				
abilities -2 + skills 3 + feats 1 + powers 31 + combat 16 + saves 3 + drawbacks 0 = 52 pp				

Further Adventures

Cleaning House

The authorities want to go through Dr Null's base with a fine-toothed comb to salvage any technology they can and remove any threats. Who better to help them than the heroes? The base is huge and disorganized, so there could be just about anything waiting in some undiscovered wing—assorted traps, robots, unhatched entities or revolutionary inventions. Or maybe the authorities just cordon the place off for careful examination later, not willing to risk lives rushing in. This gives opportunistic supervillains a chance to raid the place and steal what scraps they can from Dr Null's legacy.

No, I Am Ultraman!

The heroes destroyed one Atomic Super Clone, but who is to say there were not others in unexplored parts of the lab? It could be the same hero as before or a totally different one. This doppelganger-hero is more stable than the previous clone, and after escaping the lab it wanders the city a little disoriented but thinking it *is* the hero. It may stop crimes, go to the hero's apartment for a change of clothes, or even desperately stalk the hero's loved one. It can be zombie-like and plodding or an eloquent duplicate, plagued only by sudden headaches and dizziness. What do you do when your beloved likes the clone more than you? At least the clone visits sometimes! As time passes the less stable the clone becomes. Adamant in its denial that it is a mere copy, it may recognize that only by destroying the so-called original can it ever be at peace.

One Good Tentacle Deserves Another

Was the Tentacled Horror completely destroyed, or did some fragment survive and crawl away into the shadows? Or maybe another specimen was contained elsewhere and overlooked? It could slither into the sewers or the city's waterways, lying low while it slowly regains strength, leeching from power lines or basking in the warm currents of city waste waters. The Tentacled Horror eats energy not people but it is aggressive and may attack anything that stumbles across it. The heroes might investigate a mysterious rash of disappearances along the waterfront, expecting a serial killer but discovering that a menace is growing in the bay. When the Tentacled Horror reaches monstrous sizes it emerges from hiding to boldly feed on the city's power, rampaging through downtown streets to slake its perpetual hunger.

With Great Power

If the dam was destroyed or even substantially damaged the whole region will be short on power. The public will demand a solution, and while the government fumbles a scientist unveils a revolutionary new power source to take its place (sub-space induction, controlled singularities, cold fusion, etc.). Is it really a harbinger of a golden age or just a ticking time bomb waiting to go horribly awry? Perhaps it doesn't work at all, and the whole thing is a scam intended to milk investor dollars, but the supervillains who show up to nab the new wonder-machine to sell to the highest bidder won't know that.

Shock Felt Around the World

The vibrations from the Seismic Converter may have been stopped before they were strong enough to create a catastrophic quake nearby, but the energy rippled out across the world. Harmonic waves could have traveled half-way around the globe before overlapping and striking a tectonic fault, causing a devastating earthquake in a distant and unsuspecting nation. When the dust settles and the causes are sorted out, does this country hold the heroes and their nation responsible? It could be considered at worst an act of war or at best unjust evidence that prosperous "first world" superheroes help their own but don't care about the developing nations. The wronged nation could unleash their own team of patriot superheroes to attack the heroes on their own soil to avenge the massive destruction in their homeland.

Trial of Dr Null

Dr Null survives the collapse of his Nega-Sphere, but is too badly injured to make an escape. He awakens in the hospital under maximum security, but to the disbelief of the authorities he has (apparently) regained his old memories and lost any recollection of his actions as Dr Null—he is once again Dr Victor Marsden. But is it true, or is the formerly mad scientist just feigning memory loss to avoid responsibility for his actions? Can Dr Null truly be considered innocent by reason of years of temporary insanity? Could Dr Null, err, Marsden actually go free? The eyes of the world are glued on the Trial of Dr Null.

Atomic Super Clone

villain / PL 12

STR	DEX	CON	POWERS	FEATS
34/+12	12/+1	26/+8	Blast 12 (radiation eye beams) [24 pp array] (alt) Blast 12 area cone, no range (alt) Aura Strike 12 (radioactive field)	fearless
INT	WIS	CHA		
10/--	14/+2	14/+2	Protection 8 Mind Shield 8 Immunity 5 (radiation damage) Super-Strength 4	
ATTACK	+12 punch 12 & aura 12 +12 blast 12			SKILLS
DEF	18 (14 flat) aura 12			none
TOUGH	+16			
FORT	REF	WILL		DRAWBACKS
+10	+7	+12/+4		none
INIT	GRAP	SIZE		
+1	+28	Med		

abilities 50 + skills 0 + feats 1 + powers 55 + combat 40 + saves 10 + drawbacks 0 = 156 pp

Game at a Glance

- 1) Searching the Base
- 2) Booby Traps
- 3) Spawn of the Vats
- 4) Nobody Home

Base Zones

Power Plants
Automated Factories
△ Seismic Converter assembly area
Vehicle Bays
△ empty Iron Juggernaut bay
Underwater Locks
Labs
△ Spawn of the Vats & Prisoners

Booby Traps

Vacu-centrifuge
Strobe Lights
Double Immobilizer
Gauntlet of Fire

Tentacled Horror

monster / PL 11

STR	DEX	CON	POWERS	FEATS
34/+12	24/+7	22/+6	Growth 12 continuous (power loss—requires energy) Additional Limbs 4 (10 extra limbs) continuous Elongation 3 (50 feet) Absorption 10 (energy, healing) Protection 6 (physical) Immunity 15 (mental effects, suffocation, high pressure, sleep, starvation and thirst) Immunity 5 (entrapment, half effect) Super-Movement (slithering, sure-footed) Swimming 4 (25 mph) Super-Senses (blindsight vibration, infrared touch ranged, sense energy ranged extended)	ambidexterity attack focus melee 8 blind-fight environmental adapt (underwater) fearless fearsome presence 6 takedown attack
INT	WIS	CHA		
2/-4	12/+1	4/-3		
ATTACK	+10 strike 12			SKILLS
DEF	20 (14 flat)			intimidate 6 (+7) notice 2 (+3) stealth 4 (+3)
TOUGH	+12 (10 absorb energy)			
FORT	REF	WILL	(stats are shown for Huge size—refer to table for other sizes)	DRAWBACKS
+12	+8	+5		power loss (Growth requires energy)
INIT	GRAP	SIZE		
+7	+35	Huge		

abilities 14 + skills 3 + feats 19 + powers 138 + combat 32 + saves 11 + drawbacks -3 = 214 pp

SIZE	ATTACK	DEF	TOUGH*	FORT	GRAPPLE	Intimidate	Stealth
medium	+12 strike 4	22	8 (10 energy)	+8	+19	+3	+11
large	+11 strike 8	21	10	+10	+27	+5	+7
huge	+10 strike 12	20	12	+12	+35	+7	+3
gargantuan	+8 strike 16 (attack area)	18	14	+14	+43	+9	-1

* All sizes Absorb 10 energy damage (subtract 10 from all energy damage). For simplicity and to match PL limits, the Tentacled Horror's Absorption does not increase energy Toughness higher than its physical Toughness, except at Medium size.

Iron Juggernaut

construct / PL 13

STR	DEX	CON	POWERS	FEATS
42/+16	4/-3	--	atomic fusion breath (Disintegration 12, area cone, no range, full round, affects insubstantial (half)) [37 pp array]	improved grapple
INT	WIS	CHA	(alt) eye-laser (Blast 10 autofire, precise, accurate 3, improved range 2)	
--	10/--	--	(alt) finger flamethrowers (Blast 12 cone)	
ATTACK	+8 strike 16*		Toughness 14	SKILLS
	+14 laser 10 autofire		Impervious 10 Toughness	notice 8 (+8)
	(cone) flame 12		Immovable 8 Unstoppable	
	(cone) disintegrate 12		Immunity 30 (fortitude)	
DEF	12 (5 flat)		Growth 20 permanent innate	
TOUGH	+24 (10 impervious)		Speed 2 (25 mph)	
FORT	REF	WILL	Swimming 3 (10 mph)	DRAWBACKS
--	-3	--	Super-Movement (sure footed)	none
INIT	GRAP	SIZE	Super-Senses (x-ray, blindsight radar, infravision, ultravision, radio, communication link)	
-3	+56	Awe	*attack area due to size: misses within 12 requires Reflex save, 15 ft area	

abilities -44 + skills 2 + feats 1 + powers 189 + combat 68 + saves 0 + drawbacks 0 = 216 pp

Game at a Glance

REVELATIONS

- 1) Dr Null is going to destroy the dam (incorrect)
- 2) Iron Juggernaut hidden in the water
- 3) Seismic Converter
- 4) Nega-Sphere self destruct

ACTION

- 1) Tankbot patrols
- 2) Submerged Iron Juggernaut
- 3) Dr Null in the power plant
- 4) Neutron Fist (optional)
- 5) Finale 1—Seismic Converter
- 6) Finale 2—Destroying the Dam

Iron Juggernaut Silent Sound Effects

Eye-Lasers—A thin pencil of light snaps out from one cavernous eye socket, darting back and forth to focus on its target.

Finger Flamethrowers—Billowing clouds of flame spill from the fingertips, globes of burning fuel dripping down the massive iron hand and onto the ground below.

Atomic Fusion Breath—The immense iron jaw clanks open and an unhealthy emerald-yellow glow builds in the mouth, vomited forth a moment later with an apocalyptic fury. The cone of atomic fire is accompanied by a deafening roar as even the air molecules in its path are ripped apart.

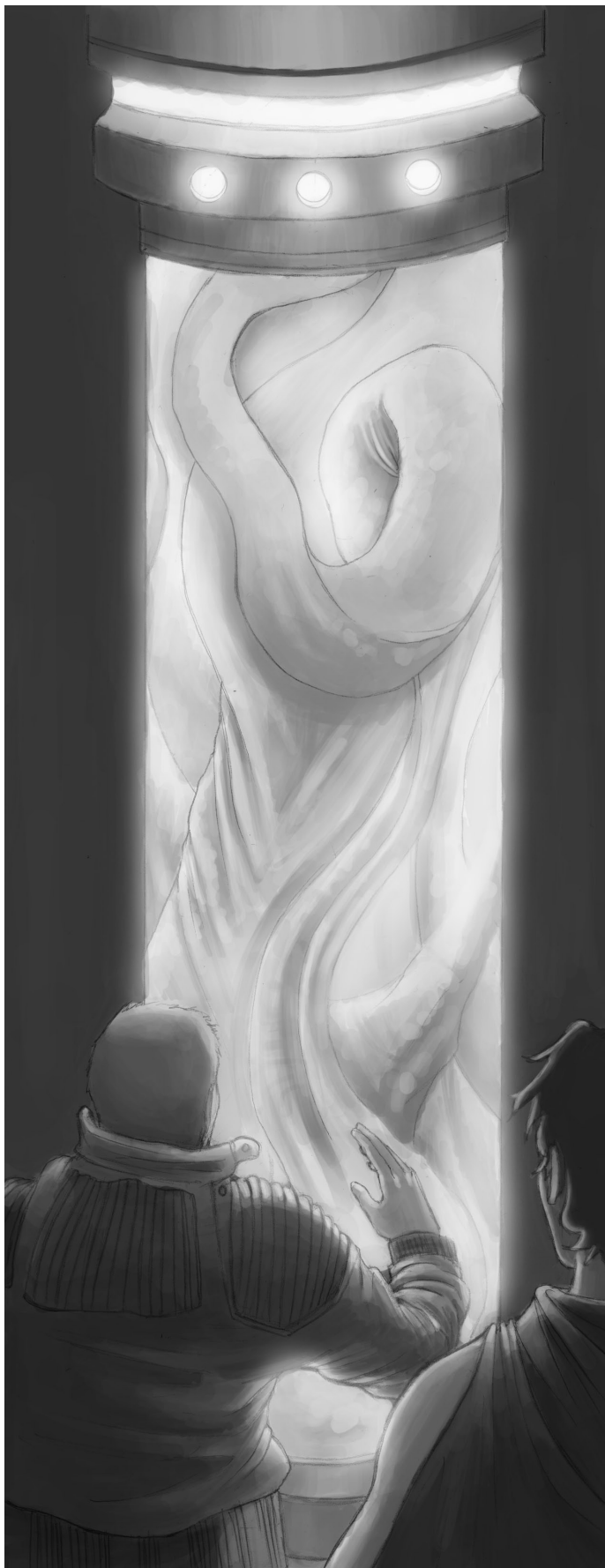
Tankbots

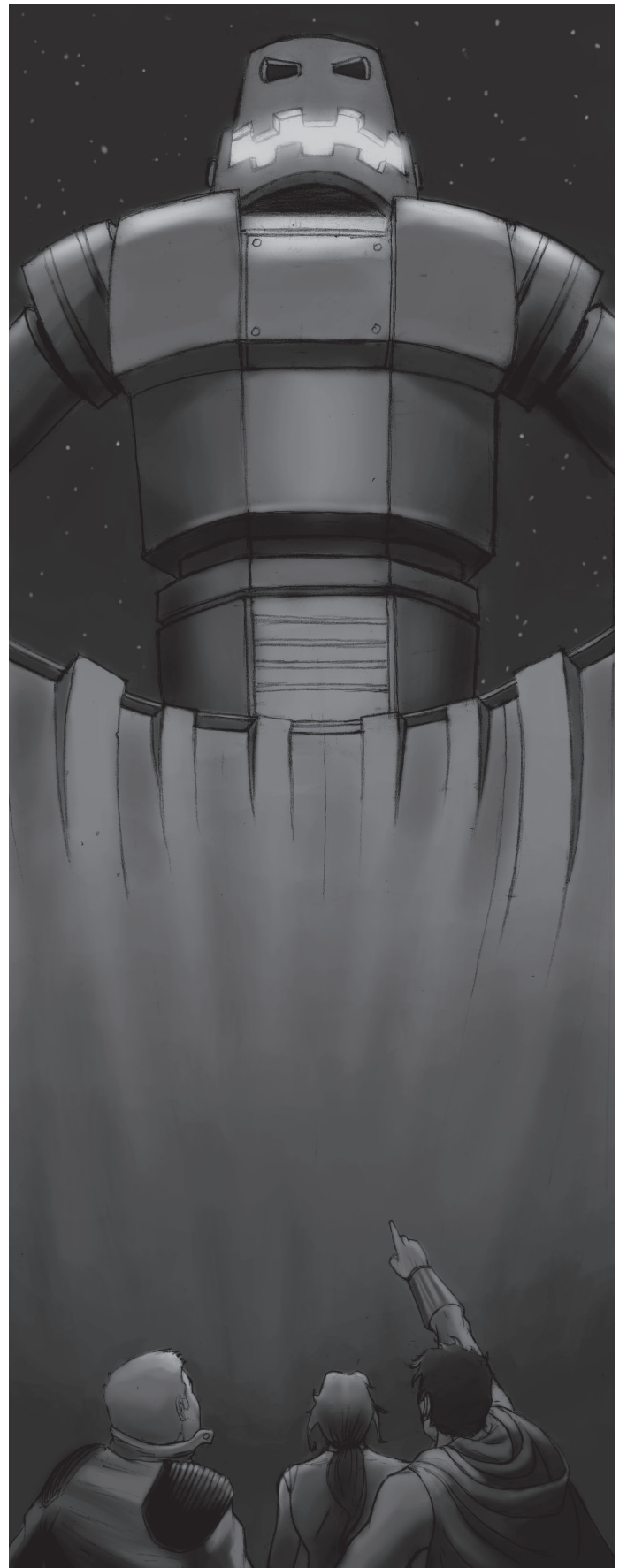
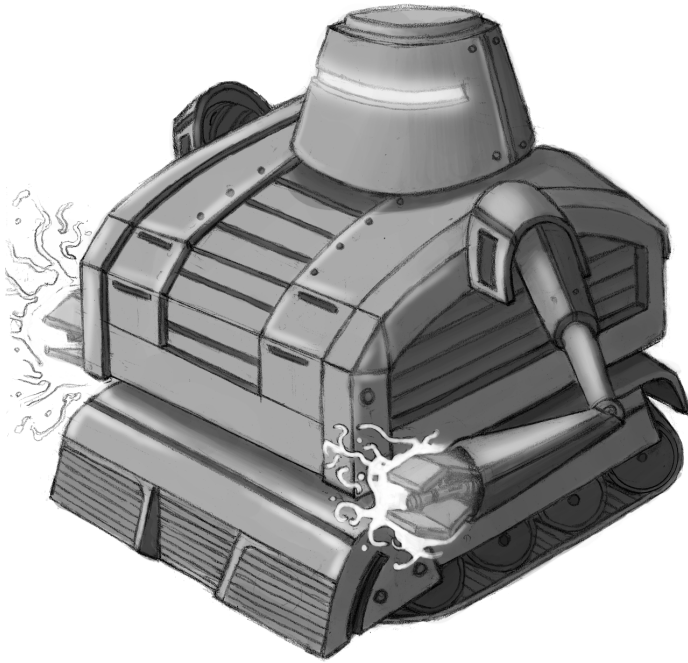
minion construct / PL 5

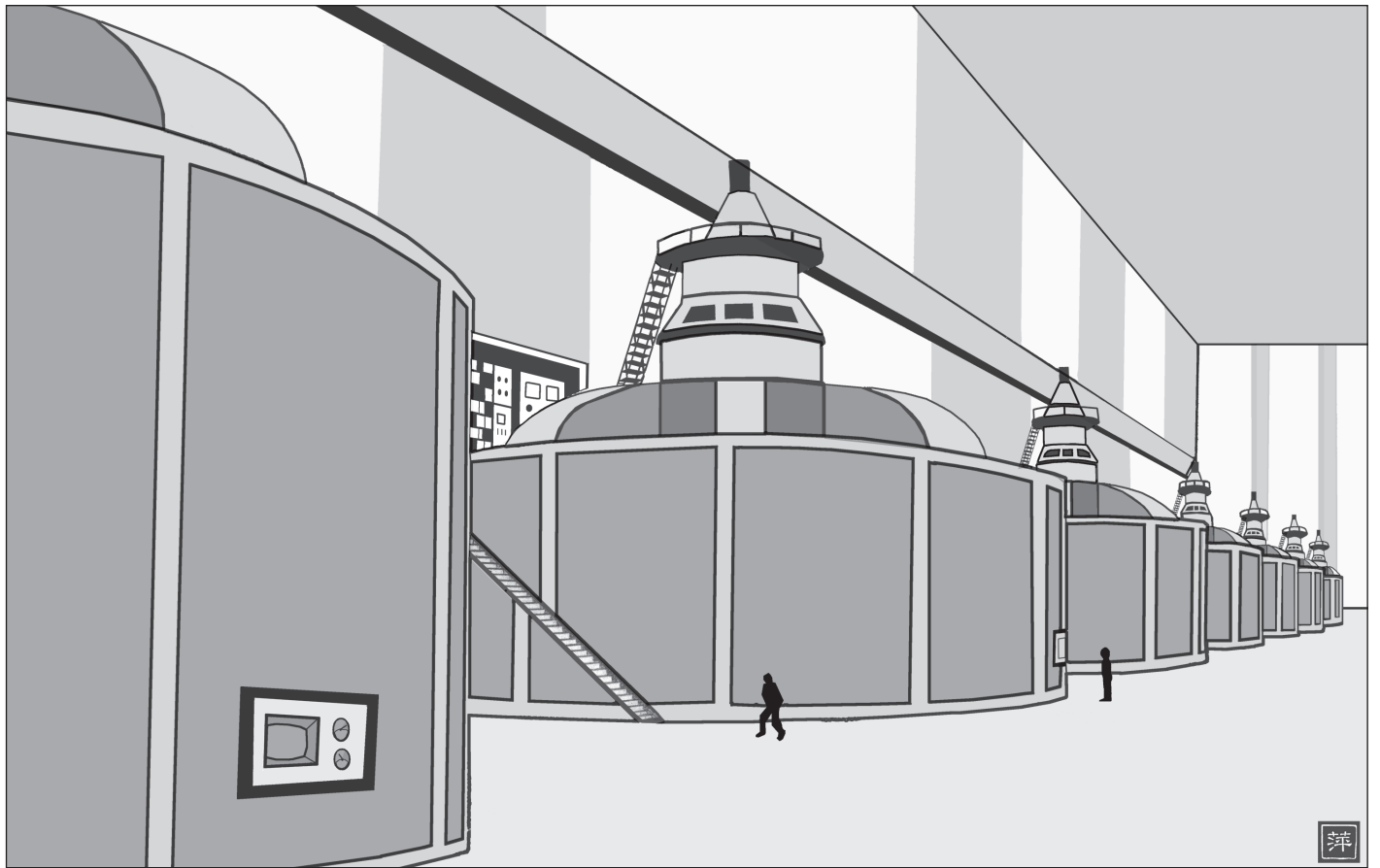
STR	DEX	CON	POWERS	FEATS
22/+6	12/+1	--	Blast 6 (electrozap)	none
INT	WIS	CHA	Toughness 8	
--	10/--	--	Impervious 5 Toughness	
ATTACK	+4 zap 6		Immunity 30 (fortitude)	SKILLS
	+4 strike 6		Speed 2 (25 mph)	notice 6 (+6)
DEF	12 (11 flat)		Super-Movement (sure footed)	search 6 (+6)
TOUGH	+8 (5 impervious)		Super-Senses (infravision, ultravision, radio, comm link)	
FORT	REF	WILL		DRAWBACKS
--	+4	--		none
INIT	GRAP	SIZE		
+1	+10	Med		

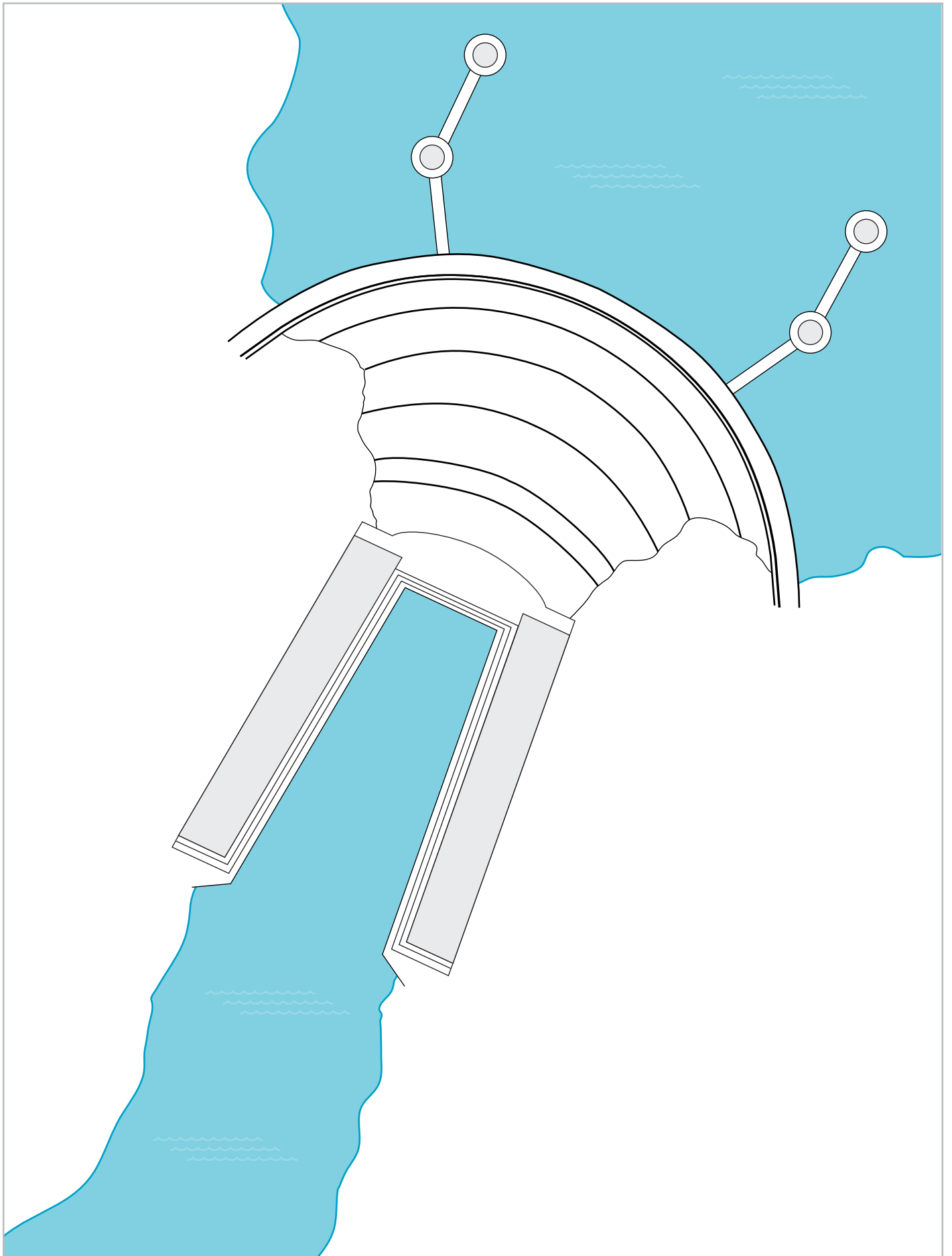
abilities -16 + skills 3 + feats 0 + powers 63 + combat 12 + saves 3 + drawbacks 0 = 65 pp

Player Handout Illustrations









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