

DEATH of DR NULL

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a Lame Mage Production
www.lamemage.com

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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!

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 interest, 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.

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.

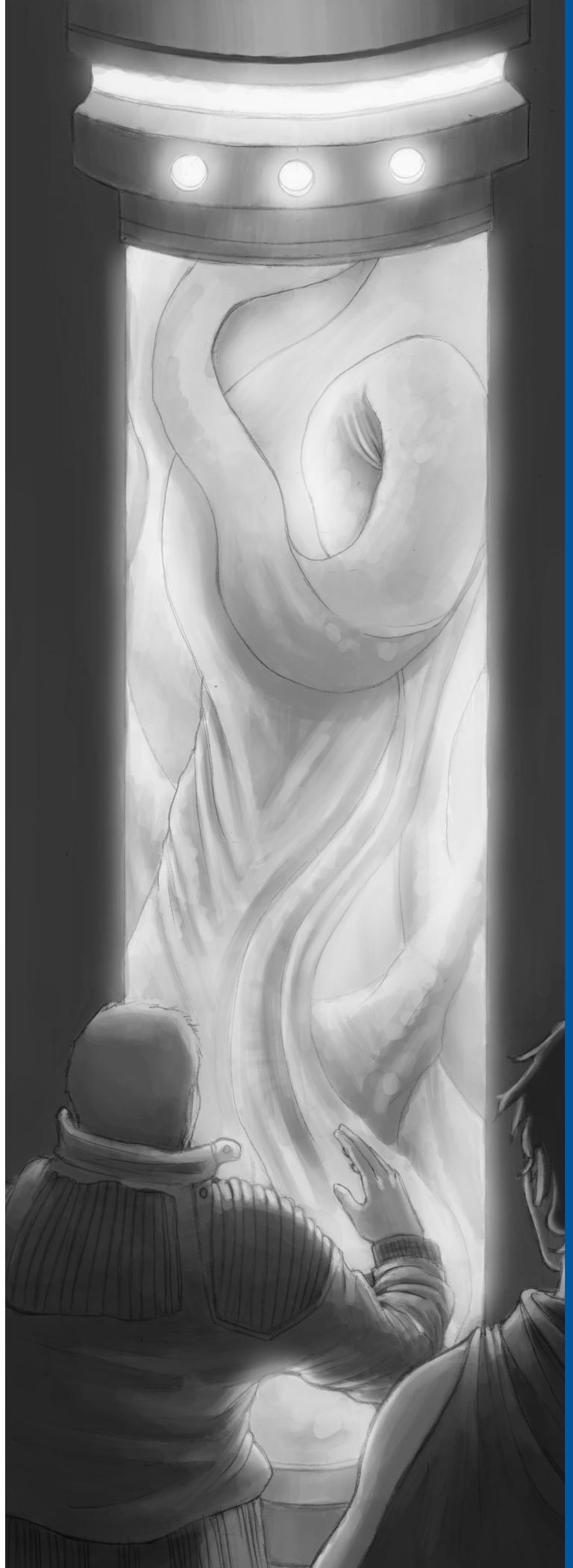
Labs

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 a 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.



“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.

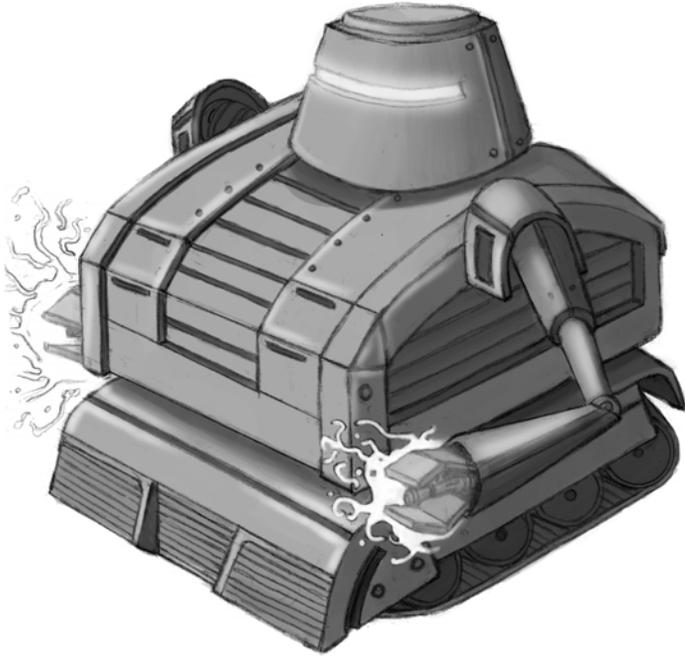
Damage 12, linked Paralyze 8 alternate save Fort

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)



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