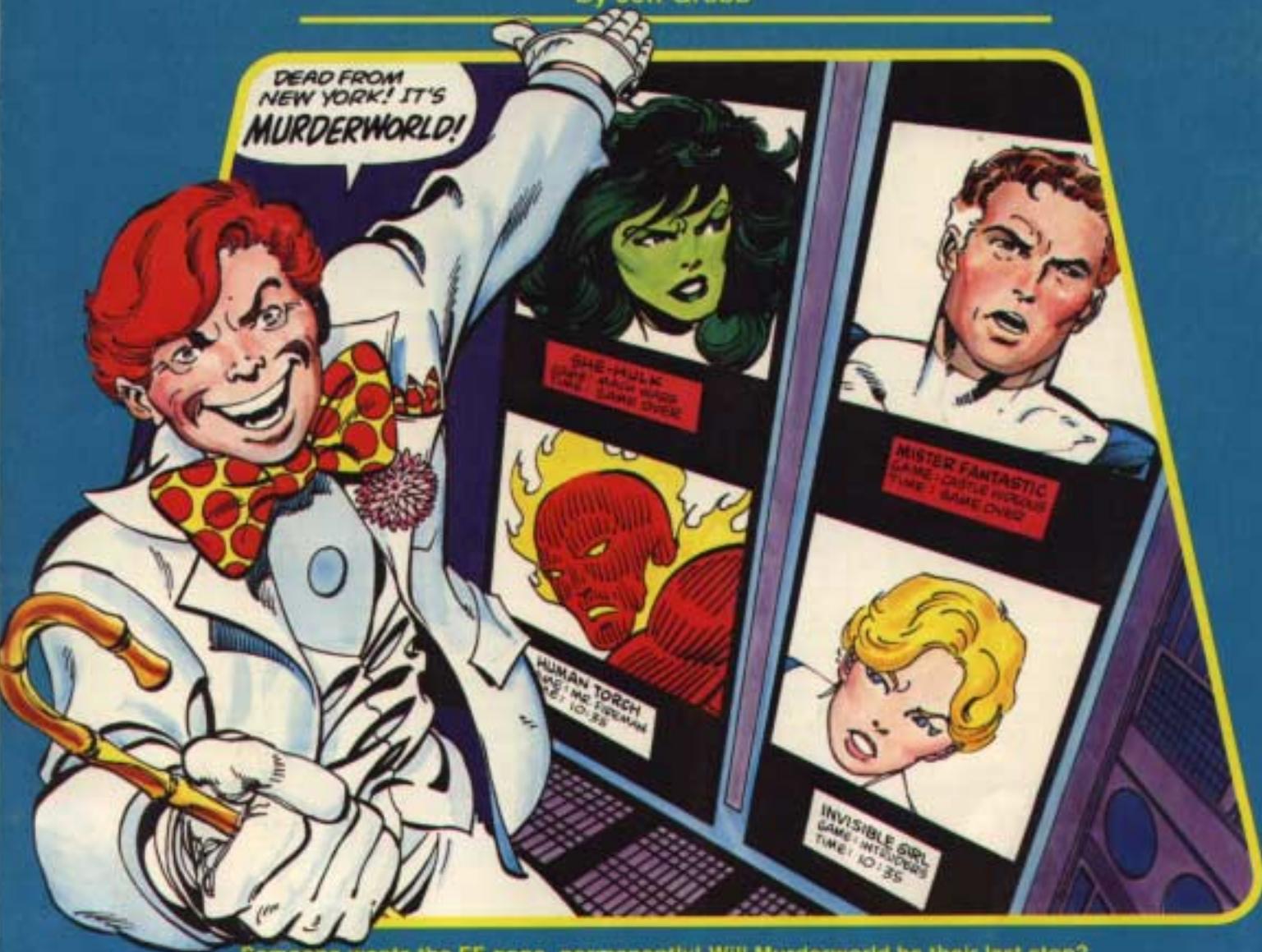


MARVEL SUPER HEROES™

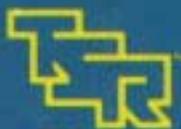
OFFICIAL GAME ADVENTURE

MURDERWORLD!

By Jeff Grubb



Someone wants the FF gone, permanently! Will Murderworld be their last stop?



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MR. FANTASTIC™

Reed Richards, scientist

Fighting: GOOD
Agility: TYPICAL
Strength: TYPICAL
Endurance: EXCELLENT
Reason: AMAZING
Intuition: EXCELLENT
Psyche: REMARKABLE

Health: 42
Karma: 100
Resources: REMARKABLE
Popularity: 80

Powers:

ELASTIC BODY. Reed can make his body malleable at will, and in this state can deform, expand, stretch, or compress all or part of his body. Reed can Stretch up to four areas away without making a FEAT roll, and is able to snack or pick up objects at that range. Reed must make an Endurance FEAT roll to stretch five or six areas. He never can stretch more than six areas. By stretching, Reed can attack several opponents who are no, all adjacent.

BODY ARMOR. Reed's skin provides Remarkable protection from physical damage (bullets, knives, explosives, and punches), but not against energy rays and wrestling holds. He can absorb damage from (up to) Incredible explosions, but must make a green Endurance FEAT roll afterward or fall unconscious.

WRESTLING. Reed does not have wrestling talent, but his slippery, stretchy body makes him a difficult opponent. He grapples as though his Strength was Excellent, but he causes damage using his actual Typical Strength. He can escape from a wrestling hold with a green Strength FEAT roll.

Talents: Reed is a master of many sciences. He excels in electronics and physics, and his Reason is Monstrous in these matters.

Background: Years ago, Reed designed an experimental spacecraft which he launched secretly with pilot Ben Grimm and Sue and Johnny Storm. The ship encountered massive cosmic radiation, which altered the passengers and gave Reed his powers. As MR. FANTASTIC, Reed is the leader of the FF and chairman of FANTASTIC FOUR, Inc. Reed is married to Sue Richards, the INVISIBLE GIRL. They have one son, Franklin.



INVISIBLE GIRL™

Susan Storm Richards, adventurer

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 46
Karma: 40
Resources: REMARKABLE
Popularity: 60

Powers:

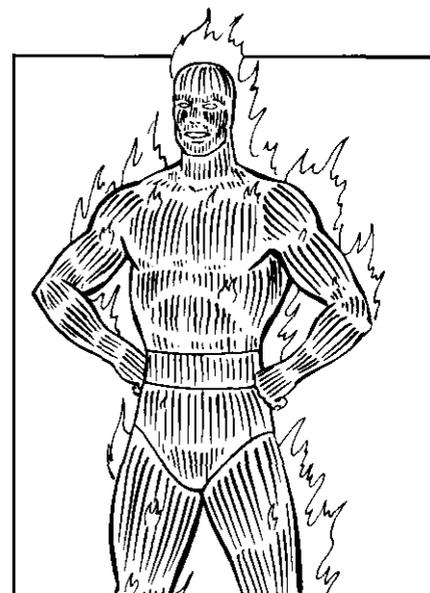
INVISIBILITY. Susan can make herself invisible to normal sight by bending tight around her body. She can make other people or things invisible (or visible) if she makes a green Psyche FEAT roll.

FORCE FIELD. Susan has the ability to create and use an invisible force field. Used as a shield, the force field absorbs Monstrous damage from any attack. Sue can shape the field however she wants. Used as a cushion, it can absorb Monstrous damage. If any single attack causes more than Monstrous damage, the field collapses and Sue must make a green Endurance FEAT roll or pass out for 1 to 10 rounds. She can use the field to lift as much as 10 tons (as if her Strength was Incredible).

FLIGHT: By creating a column of force beneath herself and allowing it to topple, Sue can 'fly' at Typical speed. She can carry along up to 10 tons of passengers or material.

Talents: none

Background: Sue Storm was a passenger on Reed Richards' unauthorized experimental space flight that created the FANTASTIC FOUR. She married Reed in a wedding ceremony that was attended by most of the heroes (and villains) of the day. The pair have one child, a son named Franklin.



HUMAN TORCH™

Johnny Storm, adventurer

Fighting: GOOD
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: GOOD
Psyche: TYPICAL

Health: 60
Karma: 26
Resources: REMARKABLE
Popularity: 60

Powers:

GENERATE AND CONTROL FIRE. Johnny can generate flame from all or part of his body. He can also control external fire with Unearthly ability. He can shoot flame with Remarkable Agility up to three areas away, and can cause up to Unearthly damage.

FIRE RESISTANCE. Johnny has Unearthly resistance to fire and heat.

FLIGHT. When flaming, Johnny can fly at Amazing speed. He can carry up to 180 lbs., but this reduces his speed to Remarkable.

BODY ARMOR: Johnny's flaming surface is Incredible body armor against all shooting, throwing, and hack & slash weapons, except those of Amazing or better material. All slugfest, grappling, and charging attacks cause normal damage, but the attacker suffers incredible damage automatically.

NOVA BLAST. When 'flamed on', Johnny can explode in a super-heated blast of flame, causing 150 points of damage to everything within five areas. Johnny's flame dies out immediately after this attack and his powers are reduced to Feeble. He will pass out for 1 to 10 rounds unless he makes a red Endurance FEAT roll.

Talents: Johnny's Intuition and Reason are Excellent concerning cars and racing.

Background: Johnny is the youngest member of the FANTASTIC FOUR. He accompanied his sister Sue, her fiancé Reed, and pilot Ben Grimm on an unauthorized space mission that met fortuitous disaster when it flew into a belt of cosmic radiation.

THE FANTASTIC FOUR:



MURDERWORLD!

Several years ago, four friends took an experimental spacecraft on a secret test flight into the Earth's upper atmosphere. There they were bombarded with cosmic radiation that altered their forms, gave them strange powers, and changed their lives forever. They became the FANTASTIC FOUR.

Now one of their enemies has brought in a hired gun to finish the FF, a madman murderer called ARCADE. But who hired ARCADE, and why is his employer so interested in the Baxter Building.

Murderworld is an adventure for the MARVEL SUPER HEROES Role-Playing Game, featuring the FANTASTIC FOUR and a host of their foes. This adventure

is designed for a Judge and four players. The Judge should read the entire module before starting to play.

If there are fewer than four players, either let the players control more than one hero, or run those heroes yourself as NPCs.

If there are more than four players, add additional heroes from the boxed set, or from other MARVEL SUPER HEROES products from TSR. If more heroes are added, you'll have to increase the strength of their foes, too, and give them more Karma: add 100 points for each extra hero.

At the time of this adventure, THE THING has left the FANTASTIC FOUR.

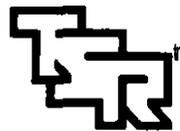
His place is taken by Jennifer Walters, the Savage SHE-HULK. The adventure is designed with SHE-HULK in mind, but THE THING can be used instead. His stats are included for dyed-in-the-wool THING fans.

The heroes can form a Karma pool if they want, but when they get separated in Murderworld, divide the Karma in the pool evenly among the heroes. Each hero is on his own in Murderworld.

So, without further ado, we present to you, ladies and gents, heroes and villains, and NPCs of all ages—the four and only FANTASTIC FOUR, in the depths of Murderworld! Face Front!

Credits:

Authored with artistic flair by Jeff Grubb
Edited with talent rare by Steve Winter
Graphically arranged from Intensive cam by Ray Silbersdorf
Cover rendered over them by John Byrne
illustrated beyond compare by Jeff Butler
Maps drafted on a dare by Dave "Diesel" LaForce



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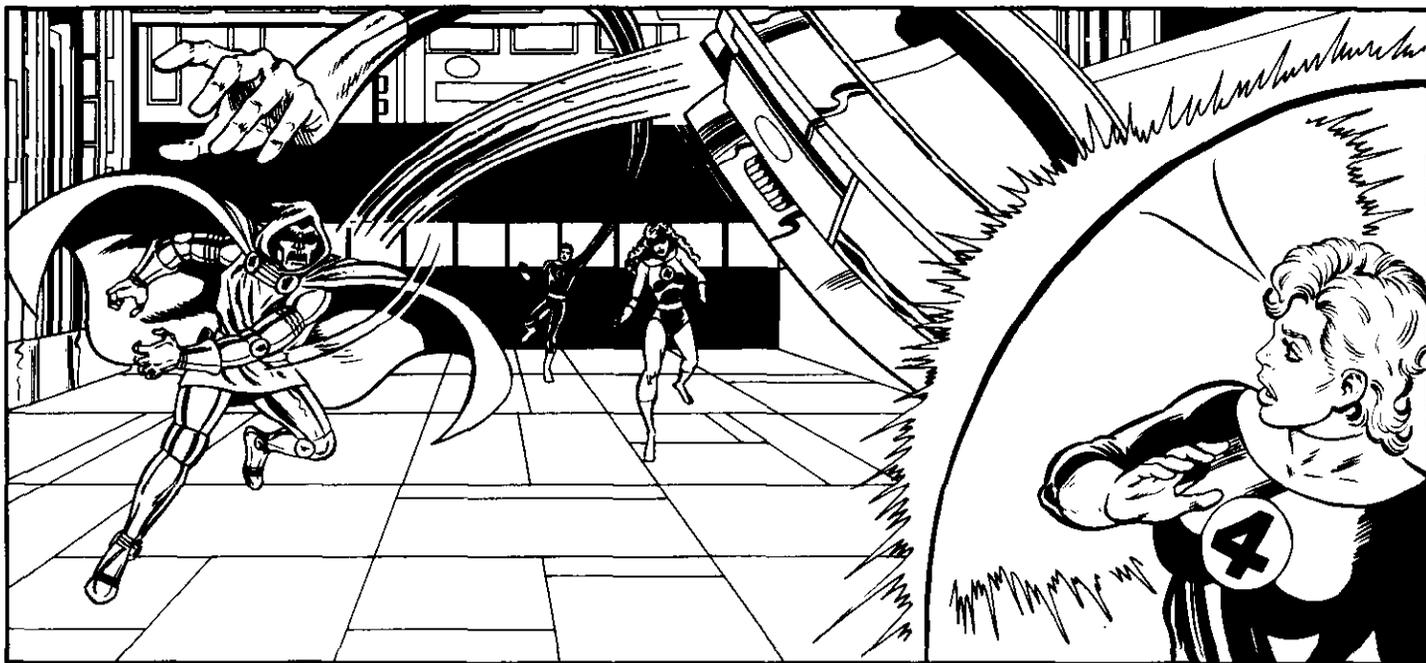
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Chapter 1:

VON DOOM'S EXPRESS!

Campaign

Read the following to the players:

After many months of emptiness, the Baxter Building is again humming with life. Sue and brother Johnny are being interviewed on the residential level. Reed is conducting a maintenance program on the Negative Zone portal monitors. SHE-HULK, the building's new resident, is lifting weights on the gymnasium level. The Richards' son Franklin also is on that level, playing games with HUBERT, his robotic companion.

Sue and Johnny start in the lounge on level 1 with the interviewer, Sally Flack. Reed starts in the Negative Zone Monitor Area on Level 4. SHE-HULK and Franklin start on level 2, Franklin in the playroom, SHE-HULK in the weight-lifting area.

Read the following to the players running Sue and Johnny:

The request came in the mail about a week ago. A fellow student from Johnny's Metro College days is working toward her doctorate in sociology. Her thesis is about children who remain together in adult life. This obviously

includes such famous siblings as the INVISIBLE GIRL and HUMAN TORCH.

The student's name is Sally Flack, and she looks like a typical student on an interview. wearing a sensible suit and skirt and a pair of oversized amber bracelets that rattle annoyingly as she writes. She is taking notes on a yellow legal pad in her lap, and recording the conversation for further reference. She seems genuinely interested in the FF's past, and the two heroes' part in it.

Sally's questions are general on the FANTASTIC FOUR: how did they get started, why they stayed together, the difficulties of fighting alongside someone you care about, the interference of an older sister on your social life, etc.

During the interview, make a secret Intuition FEAT for Johnny. If it succeeds, inform him that while Sally knows a lot about the FF, and seems familiar, he can't remember ever seeing her before. Of course, his interests in college ran toward much flashier young ladies. If he is worried, reassure him that the building's scanners would have picked up any threat of danger.

After about five minutes of interview, an armored, caped figure flies past the win-

dow, heading for the roof. It looks like the late Lord of Latveria, DOCTOR DOOM! Seconds later an explosion shakes the building, and the hangar level security alarms howl to life.

Ask the players running Johnny and Sue what they are doing, then leave them for a moment and read the following to the player running Reed.

The Negative Zone monitors and portal, like all machinery, need careful maintenance to ensure maximum safety. The new system, installed after ANNIHILUS' recent rampage, can only be opened from the Earth's side, and can survey a large area of the other universe.

While engaged in a routine survey, your probes record a battle raging a few thousand miles from the entrance to the Zone. A group of pirates-twisted, mutated things-are swarming over the hull of a crippled ship. Due to the time distortion in the Zone, the battle seems short and merciful.

One of the pirates seems to be firing force bolts from his hands. Have Reed

(* FF #251, for those who'd like to refresh their memories-Steve)

make an Intuition FEAT roll. If he succeeds, he recognizes this pirate as BLASTAAR, the living bombburst, an old foe of the FF.

Whether Reed does or doesn't recognize BLASTAAR, tell him that these pirates, so close to the Negative Zone portal, pose a potential danger. A set of double locks kept in the monitor room cabinet would reduce the danger. Reed could install them in two rounds.

Immediately after you mention the locks, the top four floors of the building shake from the force of a massive explosion on the hangar level. The security alarms sound off as the automatic defense systems springs to life.

Ask Reed's player if Reed is going to install the safety locks, or go check the explosion. Make a note whether Reed installs the lock, because his decision affects later chapters. If he chooses not to install the locks, don't mention it again, but note whether he comes back to it on his own.

Meanwhile, read the following to the SHE-HULK player:

Pumping iron is the wrong phrase. Supporting a hydraulic press over your head is just plain foolish. Especially if the press is set up to tax THE THING to his limits. You're less powerful than Ben Grimm, but you're the best the FF has in the strength department. Now, as your arms get more and more tired and the sweat drips down your face, you wonder if setting the press to maximum was such a good idea.

THE THING's hydraulic press is set up to place an ever-increasing amount of weight on the subject, up to a preset maximum. The machine is set for a maximum of 100 tons, about twice what SHE-HULK can normally handle. There are three ways to get out of this mess:

- 1) Hold up the press. This requires three red Strength FEAT rolls while the press completes its cycle.
- 2) Jump out from under the press. This requires a yellow Agility FEAT roll. The sudden release will cause the press to ram into the floor, and it will smash through the floor and into the formal dining room on a roll of 5 or less on one die.
- 3) Call for help. Franklin is on this floor, and either he or HUBERT could toggle the wall switch and turn the dang thing off. Franklin will come if called.

If SHE-HULK tries one of the first two options and fails, the press rams her through the floor into the formal dining room. She takes 10 points of damage (50 for the ram minus 40 for SHE-HULK's

tough body). Her pride probably will be hurt more.

After she climbs out from under the ram, the building is rattled by an explosion that makes the ram seem minor. The alarm klaxons scream; something has broken into the Baxter Building through the roof!

Battle

The heroes start in the areas mentioned above: Reed in the Negative Zone monitor room, Sue and Johnny in the informal dining room, and SHE-HULK in either the weight-lifting room or the formal dining room.

A robot duplicate of DOCTOR DOOM has ripped open the hanger doors, shorted out the security monitors on the roof, and is currently trashing some valuable FF machinery. When the first hero arrives on that level, DOOM chucks the short-range Fantasticar ("the flying bathtub") from the area marked "Hangar" at the hero.

This DOOM replica is not obviously a robot. He fights without speaking, and attacks from a distance by tossing vehicles and machinery (something the real DOOM couldn't do) or by firing his blasters whenever possible. If he gets tangled up in a close fight with one of the FF, he blows a hole in the floor with his blasters and drops to the next level with his attacker, leaving the others behind. His blasters can't punch through the armor above the Negative Zone and trophy room areas.

This DOOM robot was originally built in Latveria by the deceased monarch, and rebuilt by ARCADE and his employer at a more primitive level. The rewired DOOMBOT has one simple directive: break through the roof of the Baxter Building and fight down through it, causing as much damage and knocking out as many of the

DOOMBOT

F A S E R I P
Ex Ex In In Gd Pr Pr

Health: 120 Karma: 0

Powers: flight, energy beams, body armor. FLIGHT is at good speed. ENERGY BEAMS cause Amazing damage with Excellent range (5 areas). BODY ARMOR is Remarkable.

The DOOMBOT is not controlled by outside transmissions, but its eyes transmit pictures of the battle to ARCADE. If a hero hits one of the jammer buttons located throughout the building, these transmissions are cut off, and ARCADE will not know how the battle turns out until his paid observers on nearby buildings report back to him.

Aftermath

If the DOOMBOT gets lucky and beats the FANTASTIC FOUR (it shouldn't, but who knows?), it calls in ARCADE's helicopter, which hauls the unconscious heroes to Murderworld. In that case, skip Chapter 2 and go directly to Chapter 3, Raiders of the Lost Arcade.

If the heroes defeat the DOOMBOT, a close examination (and a Reason FEAT roll) shows that it's a standard diplomatic DOCTOR DOOM robot that has been rewired to perform this specific task. The rewiring, while expertly done, is more primitive than the original design, and has robbed the robot of its speech and higher mental functions. The robot's inherent repair facility is attacking the rewiring like a human body attacking a disease.

While examining the DOOMBOT, the heroes find a calling card inside the mask. The card, printed on fireproof plastic, reads "DeCara Electronics-We Do Robots! Located above the 8th Ave. Bakery. Call after 4 p.m." If the heroes don't examine the robot, this card flutters down from the ruins as the heroes are looking over the rubble.

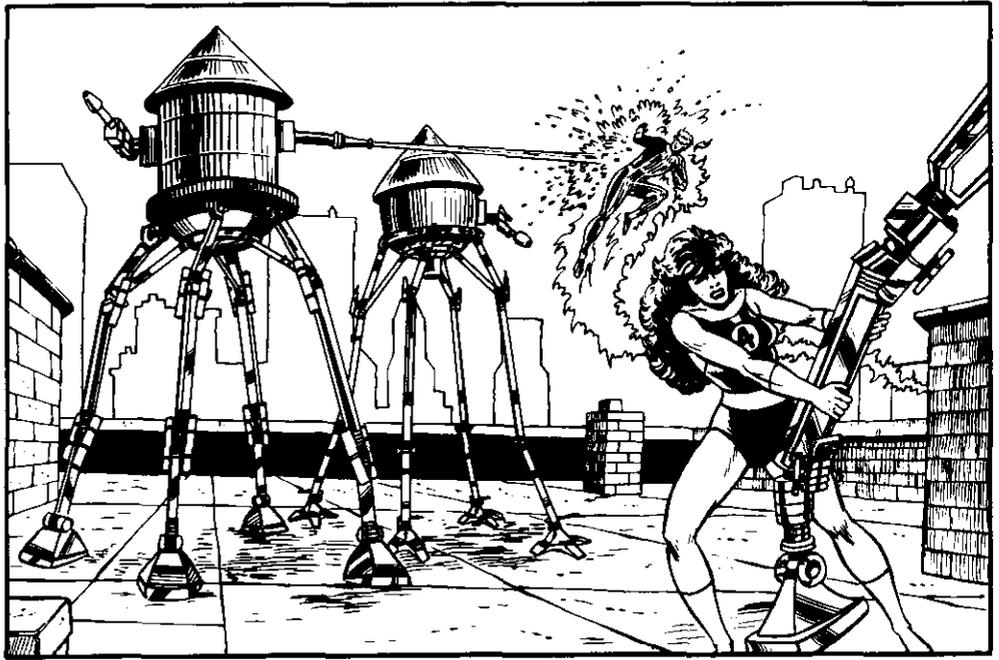
If the heroes choose to check out DeCara Electronics, Sally Flack (the interviewer) volunteers to sit Franklin while they are gone. If this offer is refused, she asks to stay at the building until the FF return. Failing that, she says goodbye, but tries to hide in the building. (The computers will have no record of her departure).

Sally Flack is actually a Skrull sent to observe the FF and report when the team is out of the building on a long mission. Her clunky bracelets are jammers; they disguise her Skrull chemistry so completely that even the Baxter Building security devices read her as a human woman in her late twenties. Reed could recognize the bracelets as Skrull technology if he examined them closely, but Sally would be very reluctant to let anyone examine or handle them. If Sally's true nature is somehow revealed, she tries to flee.

After this chapter, let the heroes regain as many Health points as their Endurance rank number.

Table 1: Von DOOM's Express Karma

Sue or Johnny are cooperative and polite during the interview	+10
Reed installs and activates the Negative Zone double lock	+10
SHE-HULK gets out from under the hydraulic press without damage	+10
SHE-HULK gets knocked through the floor into the dining room	-20
The DOOMBOT defeats the FF	-20
The DOOMBOT is defeated	+40
The DOOMBOT is cut off from ARCADE	+5



Chapter 2:

THE ROAD TO MURDERWORLD!

Campaign

At this point, the heroes probably will check out DeCara Electronics. It is above the 8th Ave. Bakery (see side 1 of the MARVEL SUPER HEROES map). The phone is answered by a female voice on an answering machine, saying, "This is DeCara Electronics. I'm sorry, but Mr. DeCara is in the lab at the moment, working on a bomb. Please call again later."

The top floor of the bakery is empty except for a phone and an answering machine. The owner of the bakery, Mr. Sousa, admits that he rents the upper floor to DeCara, but says DeCara never seems to do any business. Sousa can describe Mr. DeCara as "short, red-haired, wears white suits and really loud bow ties."

DeCara, of course, is ARCADE, and he has turned this neighborhood into a trap. All of the water towers in the area have been replaced with special robots that look like water towers. They still carry water, but also can walk on their spindly legs, shoot water and energy stun-beams, and are programmed to capture the FANTASTIC FOUR. Once the heroes leave the bakery or enter an area containing a water tower, ARCADE activates the water towers (from his office in the Elliot Building) and orders them to attack.

Battle

The water towers start in the map areas where they're marked: Olson's, the Gaston Building, Overton Storage, the Arthur Street apartments, and the Randolph Building.

The towers are programmed to knock out and capture the FANTASTIC FOUR. They can do this two ways: by beating the heroes unconscious (no easy feat), or by knocking them out with a powerful sleep gas.

WATER TOWER ROBOTS

F A S E R I P
In Gd Rm Un Pr Gd Pr

Health: 180 Karma: 0

Powers: stun cannon, water cannon, scoops, knock-out gas, body armor.

WEAPONS: Each tower has a built-in Stun cannon (treat every hit as a possible Stun) and a water cannon (same as a fire hose). HERO SCOOPS: The sides and floors of the towers have trap doors which can scoop up an opponent by getting a Slam or Stun result in a slugfest. Once inside the tower, the captured opponent is subjected to an Amazing potency knock-out gas every round.

ARMOR: The water towers have Incredible body armor.

MOVEMENT: A tower moves 3 areas per round. Once it has captured someone, it uses rockets to fly away at Amazing speed to the Murderworld complex.

Aftermath

If some heroes are captured and others are not, the free heroes receive a ransom demand: "If you want to see your friends again, get over to Murderworld. Now." The message is delivered by a Willy Lumpkin* robot built by DeCara Industries, and includes directions to Murderworld.

If the heroes trounce the robots, ARCADE falls back on Plan B: kidnap Alicia Masters, a sculptress and close friend of the FF, and hold her for ransom. The ransom demand will be delivered the same as above.

Those heroes who were captured by the water towers wake up with their Health completely restored. Those who escaped regain only their Endurance rank number before proceeding to the Lost Arcade.

Table 2: The Road To Karma

All the robots are defeated	+100
Player-hero is captured	-30
Each teammate captured	-20
The surrounding area is damaged	-20

(* The FANTASTIC FOUR's mailman. Shame on you if you didn't know.)



Chapter Three:

RAIDERS *of the* Lost ARCADE!

Campaign

Side 2 of the map from this module is a schematic drawing of one of ARCADE's Murderworlds. This version is located on an island off the Jersey shore. The Statue of Liberty can be seen on the horizon. The Murderworld is beneath a deserted amusement park. The map doesn't show the entire Murderworld, just the sections that the heroes are fighting their way through.

In each corner of the map is one of the games/traps designed for one of the FF. In the center is ARCADE's headquarters, hidden among several dummy HQ's.

The traps and headquarters are connected by ventilation ducts and passage-

ways. These passages can't be seen from inside the various traps unless a wall is knocked open.

The ducts are coded red, green, blue, and yellow. Only one type of duct is safe.

RED-Safe.

GREEN-Pinball Return. A large metal sphere made of Incredible strength material rolls down the passage, causing Incredible damage to anything it hit& The ball moves two areas per round.

BLUE-Gas Trap. Pressure plates in the floor activate Amazing potency knockout gas. Heroes who are knocked unconscious by the gas are picked up five rounds later by Mr. Chambers and returned to their trap.

YELLOW-Water Pipe. A wall of water

roars through the tunnel, causing 20 points of damage to everything in its way. A successful Strength FEAT roll prevents the character from being swept back four areas. Pressing ahead against the flow is a red Strength FEAT.

As Judge, feel free to change the colors of the passageways. You may use the color indicated on the map, or change it to keep the players guessing. To be fair, you should decide on any changes before a player decides which passage to enter.

If the heroes enter Murderworld on their own, you can either lead them to the fun house by making up directional clues for the characters to find in the amusement park, or simply tell them that the clues lead to the abandoned fun house.

ARCADE's fun house is designed to split up the FF and force them to fight individually. Just inside the entrance is a wide corridor. If one of the heroes gets within 10 feet of this corridor, he gets sucked into the corridor as if it was a giant vacuum cleaner. If other heroes are within 10 feet, they get sucked into the tube, too. Any hero who dives in to save someone else gets caught in the suction, too. Heroes who were standing back or who jumped clear could do any number of things: follow their companions, or look for another way in.

The suction in these tubes is Monstrous, so Johnny can't fly against the wind. The walls are almost frictionless, so the other heroes can't grab on or pull themselves back toward the entrance. In a matter of seconds, ARCADE's computers sort out the heroes and shunt them through automatically-sealing side chutes into their respective 'games'.

Once the heroes are separated, each must deal with his or her own special trap. Before starting to run these battles, decide whether you will run the heroes through their deathtraps one at a time; or fight everyone simultaneously, one round at a time. The first keeps players from communicating with each other, but the second keeps everyone involved.

Battle 1: Castle Hideous!

Read the following to the MR. FANTASTIC player.

You awaken and find yourself in the highest tower of a huge, medieval castle under siege. The plains beneath you are swarming with an army of foul creatures in gleaming black armor. Giants stride through the ranks, wielding mighty clubs and spears. The tower trembles as the main gate is shattered by the giants, and the furious horde streams into the keep.

Behind you, a sword is wedged into



an anvil. Diamonds gleam on its hilt. A voice from nowhere declares, "To defeat your enemies, you must unsheathe the Sword of the Ancients!" The voice dies out, lost in the rising clamor of the raging armies.

Richards is facing a marauding army of goblins, who snack in waves of five goblins each. After five waves (25 goblins), the lights flare and another set of five waves prepares to attack. The goblins are ARCADE's instant androids. All of the first group have Typical abilities (Health=24). The second group of 25 has all Good abilities (Health=40), and the third and all following groups have all Excellent abilities (Health=80). The goblins try to rush in and grapple MR. FANTASTIC.

If Reed tries to fight, he will eventually be overwhelmed. ARCADE can keep throwing goblins at him for hours. The only escape is to break through the walls and short out the system. The walls are Amazing material. There are also several electrical outlets in the walls. Reed can squeeze through an outlet by making an Agility FEAT roll. If the FEAT fails, Richards still gets through the Outlet, but suffers Excellent electrical damage on the way.

The situation is worse if Reed uses the sword. Pulling the sword from the anvil is a Strength FEAT. The sword can be used against more than one opponent.* It automatically destroys any Good or Typical androids it hits, and causes Incredible damage to Excellent androids. The sword is electronically booby-trapped to attack MR. FANTASTIC's nervous system. However, so Reed loses 5 Health points every time he destroys an android with the sword.

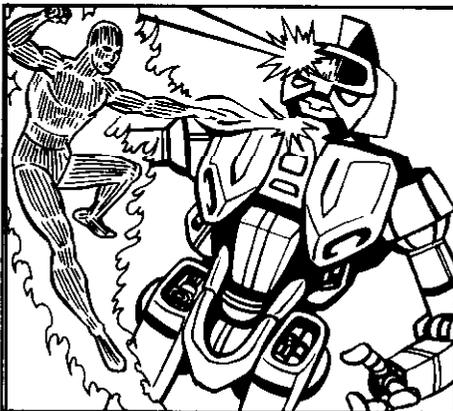
Once Reed defeats the system, all the androids shut down. The projection of the army-filled plain fades away, and entry hatches appear on the wall adjacent to the various ducts.

(*Check page 12 of the Battle Book.)

Battle 2: Mr. Fireman!

Read the following to the HUMAN TORCH player.

Your head is still thumping a melodic rhythm when you come to. Slowly you realize that it's not the blood pounding in your forehead, but the steady beat of many drums. You are at the base of an Aztec step-pyramid. The three tiers of the pyramid are manned by robots in Aztec dress, wielding large poleaxes that look like fire axes. At the pinnacle of the pyramid, a robotic high chief flanked by two drummers is conducting a sacrificial ritual. Behind the high priest, the sacrifice is tied to a large, circular stone. The sacrifice is Alicia Masters!



At this point, Johnny doesn't know whether this Alicia is real or one of ARCADE's androids. The decision whether Alicia is real or artificial is up to the Judge. All other figures on the pyramid are obviously robots.

If Johnny tries flying to the top of the pyramid, he's in for a surprise. Each side of the top step is equipped with three powerful water cannons, manned by little robot firemen. These water cannons attack with Incredible accuracy and cause Excellent **damage to normal men, Amazing damage** to the Torch when he's flaming, and douse his flame for three rounds. These cannons only attack flying targets.

The robot Aztecs have all Good abilities, and Health scores of 40. They attack with their poleaxes (Hack & Slash), and cause Excellent damage (these poleaxes are much larger than spears).

Once Johnny reaches the top step, he must confront the chief. The chief has Excellent abilities across the board, 80 Health points, Excellent body armor, Incredible resistance to fire, and force blasters in its palms. The blasters cause Remarkable damage and have Excellent

range. The two drummers just keep thundering away on their drums.

Johnny can try an Intuition FEAT roll when he reaches the top of the pyramid to see if Alicia is the real McCoy or an ARCADE double. Lower his Intuition by three ranks if the drummers are still pounding away (10 points of damage silences a drummer).

If Alicia is fake, it is booby-trapped to explode, causing Monstrous damage and wiping out the top two levels of the pyramid. The duct entrances are inside the pyramid.

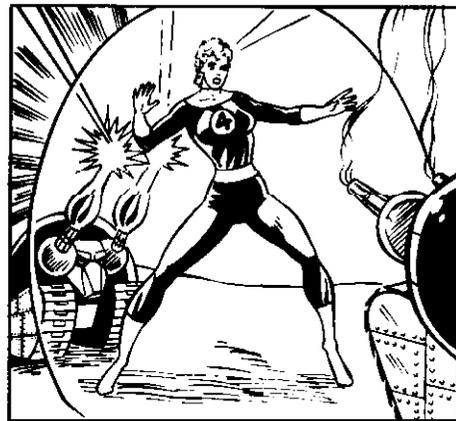
Battle 3: Intruder!

Read the following to the Sue Richards player.

Your head is spinning as you come to in a featureless room. At the far end of the room is a door marked "EXIT" in warm, friendly colors. Moving around the room are four tank-creatures with the heads of bulls. Instead of horns, each 'minotank' sprouts a pair of heavy guns.

Sue starts in the marked corner. The four robots start in the areas labeled "tank." The area boundaries are intermittent, invisible force walls of Incredible Strength. Whenever Sue crosses a border, roll one die:

- 1-7 The border is a force wall; Sue cannot cross.
- 8-9 The border is open; Sue can cross.
- 0 The border is changing from wall to open, or vice versa. Sue can cross, but suffers 10 points of damage unless she makes a green Agility FEAT roll.



If Sue uses her power to make the walls visible, she can cross any area at will.

Minotanks are very complex vehicle-robots, with the following abilities:

MINOTANKS

B S C A E R I
In Fb Ex Ex Ex Fb Fb

Each minotank has a gun that causes Remarkable damage and has Poor range. Check for walls whenever a tank fires across an area border.

Each minotank has both visual and heat detectors. If the INVISIBLE GIRL becomes invisible, the minotanks can track her, but their Agility is reduced to Typical.

The Minotanks are programmed to fire their guns at the INVISIBLE GIRL. They never ram. If Sue gets on one of the minotanks, the others don't hesitate to open fire on it, and a shot that misses Sue hits the minotank.

The EXIT is a booby trapped section of wall. The only thing behind it is enough explosive to cause Monstrous damage. The way out is through the walls and into the duct system described earlier.

Battle 4: Mach Wars!

Read the following to the SHE-HULK player.

You regain consciousness in Arizona. At least, it looks like Arizona: the Grand Canyon to be precise. You are on a weathered spur of rock about a quarter-mile from the north rim of the canyon. The spur is empty except for you, a few scrub pines clinging to the vertical sides of the rock, and a gleaming, hawk-shaped ship, its jet engines shining in the midday sun.

Suddenly, the air is split by a high-pitched whine as another jet swoops low out of the east. The far section of the rock spur is reduced to rubble under the enemy fighter's guns. The jet banks left and dips behind a butte, but not before you see the pilot: a huge, rocky, orange monster.



The entire scene is a hologram, with the exception of the area that SHE-HULK is standing on. The floor of the room is 30 feet below the central spur. The floor of the canyon is part of the hologram. If SHE-HULK jumps or falls, she will fall 30 feet and then appear to hover in mid-air.

The strafing run is intended to get Jen into the fighter. The fighter doesn't move, but the hologram gives the illusion of movement. Conduct the battle as if it was 'real' vehicle combat. The ships have Remarkable Control, Amazing Speed, and Typical Body.

'Ben Grimm's' ship attacks with a series of computer-controlled lasers in the walls that fire with Incredible Agility. Jen's ship can absorb five hits, but when it takes the sixth hit it explodes with Monstrous force. Ben's ship is destroyed by four hits, but a new ship appears on the horizon whenever one is destroyed.

The walls of this trap can be breached to reach the ducts. Since the ship doesn't really move, Jen must be in the open to break through the wall. She can determine the room's limits by throwing rocks (or the ship). Once a wall is breached, the room shuts down.

Battle 5: ARCADE's Sanctum

ARCADE has been beaten before by heroes who got into the works of his Murderworld. To prevent this, he has set up the deadly ducts and four false HQs. One of the HQs (Judge's choice) is real. ARCADE, Locke, and Chambers are watching the fun from that room. The other HQs contain dummies which explode when someone enters the room, causing Monstrous damage. When a character reaches any HQ, read the following aloud:

Looking through a ventilation grid, you see ARCADE's headquarters. Video screens show the other heroes battling their traps. A short, red-haired man cackles at their plight and slaps his knee in joy. His two assistants, Mr. Chambers and Miss Locks, move calmly about the room checking read-outs.

If the HQ is a fake, the dummies repeat the same actions every two minutes, unless they're interrupted, in which case they explode. If a character finds the real HQ and defeats ARCADE and his assistants, the Murderworld traps can be shut down by making either a Reason or an Intuition FEAT roll.

If the heroes make their way to the right HQ, they see Chambers, Locke, Alicia (if

she was kidnapped) and ARCADE. Chambers and Locke shoot at the heroes immediately, while ARCADE escapes down a pneumatic tube that opens into the New Jersey sewer system. ARCADE heads for his escape chute as soon as one of his employees is knocked unconscious. Once in the sewer system, ARCADE has escaped. He can and will use Karma to escape.

Aftermath

If the heroes are getting wiped out, the heavy hand of fate must intervene in their behalf. When the heroes are on their last legs, about to go unconscious, the power fails-ARCADE has overloaded his circuits and blacked out part of New Jersey. All the traps shut down for five rounds, until Chambers gets the emergency generators running. During that time, no traps work, holograms disappear, and the androids are deactivated. If the heroes must be rescued this way, they get no Karma for the chapter (oh, the shame, to be saved by Con Ed!).

If the heroes capture ARCADE, he will spill the beans to save his hide. He is being paid \$4 million to kill the FF, or \$2 million if he keeps them occupied for the afternoon. If none of the FF are seriously hurt, ARCADE stresses that he meant no real harm, it was all in fun!

ARCADE is reluctant to reveal who his employer is. Make a reaction check for ARCADE as if he was a good guy, shifted two columns to the right if the FF promises him safety. If ARCADE reacts favorably, he reveals his employer to be the WIZARD, who helped him rebuild an old DOOMBOT. The WIZARD is interested in something in the Baxter Building, but he didn't say what, and wanted the FF out of the way permanently if possible, for several hours at least.

At the end of this chapter, each of the heroes regains his or her Endurance rank number of Health points. They'll need it!

Table 3: Lost Arcade Karma

The hero escapes his or her trap	+40
The hero deactivates his or her trap	+10
Johnny figures out Alicia is phony	+30
ARCADE is captured	+30
Murderworld is damaged	+/- 0
The hero is rescued by teammate	-10
Johnny doesn't check to see if Alicia is real	-20
The hero does what ARCADE wanted (Reed takes sword, Sue tries EXIT, Johnny flies up pyramid, Jen gets into ship)	-0



HOME FOR THE HOLOCAUST

Chapter 4:

Campaign

Murderworld lies ruined with the dreams of its mad architect, ARCADE. The battered heroes return to the Baxter Building for some well-earned rest and recuperation.

As you approach the building, you notice that it still needs a lot of repairs. A large, gaping hole stares out where the hangar door once was, and the sensor devices are not working, though they are deployed. The automatic devices in the building are not reacting to your approach. It's as if the building is dead.

The top floors of the Baxter building are, in effect, shut down. The elevators will not rise above the 30th floor, and there are no lights visible in the upper building. Once inside, the halls are lit by a weak emergency light and natural light from the outside. The Negative Zone and time machine monitor rooms are brightly lit, but this light can't be seen from outside.

The Baxter Building has been invaded by two groups. The first to arrive was the WIZARD and his current compatriot in crime, the TRAPSTER (once known as

Paste-Pot Pete). This pair was behind the DOOMBOT attack, and hired ARCADE to keep the FF busy. The WIZARD is after the technology used in the Negative Zone portal. He wants to set up a portal of his own, to plunder the riches of that alternate universe.

The WIZARD and the TRAPSTER stay in the Negative Zone monitor area throughout this chapter. They won't leave it, because they retreated to this room under fire from the second invading group, the Skrulls. When any of the FF try to enter the Negative Zone monitor room, go to Chapter 5, "Recruiting Drive."

The group of Skrulls is a detached command under the leadership of Captain Sk'yll. Their objective is to capture DOC DOOM's time machine (which was once used to defeat a group of Skrull invaders*). With this machine, Sk'yll intends to travel back to Throneworld before its destruction by Galactus** and rescue the royal family: empress R'Kill and daughter Anelle. By rescuing (and controlling) the royal family, Captain Sk'yll would become a major power in the Andromeda Galaxy.

(* FF Annual #15)

(** FF #257)

The Skrulls' agent is Sally Flack. If she was left with Franklin, the Richards' young son is their hostage.

Two Skrulls are posted watching the stairs, two watching the ship on the hydraulic lift, and the remainder in the time machine monitor room.

The Skrull ship arrived after the WIZARD knocked out the Baxter Building defense systems and broke into the main computer. The WIZARD couldn't reprogram Reed's systems; the best he could do was shut them down. A small battle broke out when the two invaders bumped into each other. The Skrulls managed to reactivate the SUPER-ADAPTOID, held in a stasis field in the FF's trophy room, and the WIZARD and TRAPSTER judiciously barricaded themselves inside the Negative Zone monitor room.

The FF are returning to a building without defense systems, held by two hostile groups. Depending on how the heroes investigate the building, they will discover the following things:

ROOF LEVEL

Repairs on the roof have not been made.

Security eyes are deployed, but any

Careful examination reveals there is no power going to them.

FIFTH LEVEL

Rubble from the DOOMBOT's attack is still cluttering the floor.

An alien spaceship is parked on the hydraulic lift. Reed can identify it immediately as a Skrull shuttle. All other characters recognize it only as an alien vessel, and must make a green Reason FEAT roll to identify it as a Skrull shuttle. The ship is guarded by two Skrull soldiers (see the Battle section).

FOURTH LEVEL

The walls are marked by blaster burns and large patches of glue.

Many of the patches of glue have imprints of Skrull faces in them. One has the reversed features of Sally Flack, but characters must make a green Intuition FEAT roll to recognize the face.

HUBERT, the small mobile extension of the security systems, is stuck to the ceiling above the stairway entrance, pinned by one of the WIZARD's anti-grav disks. HUBERT calls attention to himself if any of the FF pass beneath it.

The doors to the Negative Zone area are stuck. The first character to check the door notices glue all around the doorjamb. If the heroes press on through the door, go to the Recruiting Drive section.

The door to the back-up computer is blasted open. The computer is salvageable with 10 minutes of 'kit-bashing' (as described on page 19 of the Campaign Book).

The door to the trophy room is blown off its hinges. A check of the room reveals that the SUPER-ADAPTOID is missing from its stasis bonds.

Two Skrull guards are in the stairwell (see the Battle section).

THIRD LEVEL

Captain Sk'yll and two Skrull technicians are in the time machine monitor room, copying schematics. They have a portable generator with them. The SUPER-ADAPTOID is guarding the door to the time machine itself.

The computer room is a mess. Someone tried to break into the system, but managed only to fry most of the equipment.

The DOOMBOT is in the robotics assembly area. Repairs have been started.

SECOND LEVEL

Sally Flack and Franklin Richards are hiding in Franklin's playroom. Franklin is unharmed, but Sally looks a little banged up. Her injuries are from battling the WIZARD. She had to change shape to escape TRAPSTER's glue, but hasn't changed in front of Franklin. Sally calls to the first FF member who reaches this level.

FIRST LEVEL and BELOW

Elevators and power are working in the lower part of the building.

Roberta, the robot receptionist, was shut down with the main computer.

The FF's large freight elevator doesn't work.

Nothing has been disturbed in the residential area.

As mentioned before, Sally is a disguised Skrull. She stayed with Franklin in his playroom once the power went out, both to calm the child's suspicions and to keep his latent power in check. She has orders to kill him if he starts glowing (he won't, but Sally doesn't know that). Sally left Franklin once to "reconnoiter." Actually, she reported to Sk'yll and got involved in the fight with the WIZARD and TRAPSTER. She was trapped by some glue, but escaped by changing shape (and by getting some help from her comrades). Franklin doesn't know Sally is a Skrull, but HUBERT, stuck to the ceiling, saw her change shape and will identify her as a

Battle

This Battle section deals only with the Skrulls and their allies. When the FF head for the Negative Zone area, refer to Chapter 5, *Recruiting Drive*.

All Skrulls are armed with blasters capable of delivering Incredible damage. Captain Sk'yll also packs a blast-rifle that does Amazing damage. All of these weapons have Good range (3 areas). Sally Flack carries a small blaster disguised as a pen, which causes Excellent damage at Typical range. The Skrull ship carries no armament, but has Amazing speed, Good control, and Remarkable body.

Despite all their firepower, the Skrulls are not here to fight, but to discover the secret of the time machine and steal any hard-to-reproduce parts.

The two Skrulls in the ship are confident that the FF are far away, so they aren't being very vigilant. If the heroes make no sudden or loud noises, they surprise the Skrulls. If the Skrulls have time, one will attack while the other radios Captain Sk'yll, warning him of the heroes' return.

The two guards in the stairwell are snipers, ordered to pick off WIZARD and TRAPSTER or anyone else who tries to move up or down the stairs. If these guards are hard pressed, they have orders to fall back to the time machine room.

Besides Captain Sk'yll, the Skrulls in the time machine room are technicians checking out the machine. Unless they've been warned or alerted by noise, their weapons are holstered and their backs are to the door. Captain Sk'yll always has his blast-rifle in hand.

The SUPER-ADAPTOID has already taken the abilities of the WIZARD and TRAPSTER, and still has the abilities of THE THING. Its AVENGERS template has been erased. It appears at the start as a human figure with Ben Grimm's rocky hide, the WIZARD's helmet and antigravity disk, and TRAPSTER's paste-gun. Its stats are currently:

F A S E R I P
In Gd Mn Mn Gd Ty Ty

Health: 150 (No matter what abilities the SUPER-ADAPTOID has absorbed. It always has a Health of 150, minus damage.)

Powers: body armor, flight, power gloves, paste-gun, and whatever powers it absorbs from the FANTASTIC FOUR.

BODY ARMOR. Incredible. from THE THING

FLIGHT Typical, from WIZARD.

POWER GLOVES. Also from the WIZARD, these can fire Incredible energy blasts with Poor range.

PASTE-GUN. Identical to TRAPSTER's. Fires Monstrous adhesive with Typical range.

Skrull soldiers will fight to the last. The SUPER-ADAPTOID will fight until it has 50 or fewer Health points, then try to escape. It smashes through an outside wall and flies straight up out of the atmosphere. If most of the Skrulls are down, Captain Sk'yll sets the time co-ordinates and transports himself to the Skrull ship five minutes earlier, escaping with the ship and two guards unless the ship was disabled by the FF.

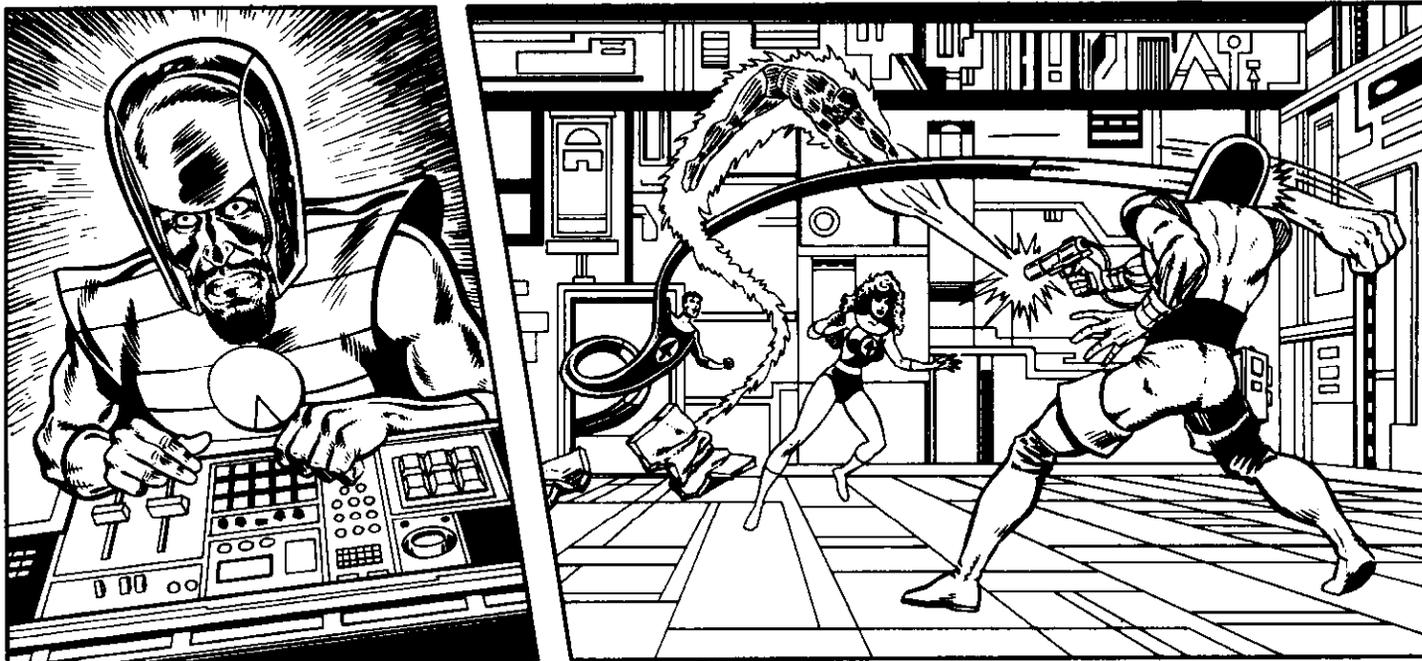
Aftermath

If the heroes are defeated by the Skrulls and the SUPER-ADAPTOID, the Skrulls finish their mission by stealing the design and components of the time machine and depart in their shuttle. The SUPER-ADAPTOID escapes. TRAPSTER and WIZARD stay in the Negative Zone area.

If the FF win the fight, the Skrulls can be imprisoned temporarily while the authorities are called. The SUPER-ADAPTOID must be returned to his stasis chamber.

Table 4: *Holocaust Karma*

Super Adaptoid is defeated	+75
Skrulls are defeated	+30
Franklin is rescued	+30
HUBERT is rescued	+10
Computers are reactivated	+10
Skrulls are prevented from escaping with the plans	+10
FF are defeated by Skrulls	-30



Chapter 5:

RECRUITING DRIVE

Campaign

Eventually, the heroes must deal with the WIZARD and TRAPSTER, who are in the Negative Zone monitor room.

If the building's security systems are reactivated, scanners detect two intruders still in the Negative Zone monitor area, and a huge power drain to the Negative Zone portal. TV cameras in the area show nothing. Tapes made earlier show the WIZARD and TRAPSTER running into the area and sealing the doors, and then go blank as TRAPSTER sprays glue over the cameras.

If someone looks at the doors to the Negative Zone monitor room, they notice that the doors are stuck shut by TRAPSTER's paste. Sounds of operating machinery and moving people can be heard from inside the room.

The paste holding the door closed is of Monstrous strength. There are three ways into the room. The TORCH can generate heat (not flame) for five rounds, making the glue brittle so it breaks easily; a character can try to break through the doors or a wall; or a character can quickly invent a fluid that will dissolve Monstrous glue.

TRAPSTER and WIZARD originally intended to steal the portal design. The sudden arrival and vicious attack of the Skrulls have left WIZARD and TRAPSTER badly shaken, and they've decided to

escape by retreating into the Negative Zone.

What happens next depends on whether Reed mounted the safety locks on the Negative Zone Portal back in Chapter 1. If Reed activated the locks, TRAPSTER and WIZARD are still in the room; TRAPSTER is watching the door while WIZARD tries to break Reed's lock system. If Reed neglected to install the locks, the WIZARD has broken through and is in the Negative Zone; TRAPSTER is alone in the monitor room.

Battle

Any Skrulls that are discovered still in the building head for the hills, preferring to flee rather than fight.

If Sally Flack's disguise is penetrated, she tries to reason with the heroes rather than fight or flee. She explains that giving the secret of time travel to the Skrulls will atone for their loss when Galactus devoured Throneworld. If Sally's entreaties to the players fail, she resorts to violence, taking a hostage if possible.

If the FF break into the monitor room before the WIZARD opens the portal, the TRAPSTER tries to keep them busy while the WIZARD bypasses the second portal lock. The TRAPSTER fights until he is overpowered, but WIZARD attacks only if someone attacks him. The WIZARD can

get past the second lock in three rounds. If Reed tries to see what the WIZARD is doing and makes a yellow Reason FEAT roll, he realizes that something else is trying to get past the portal from the other side!

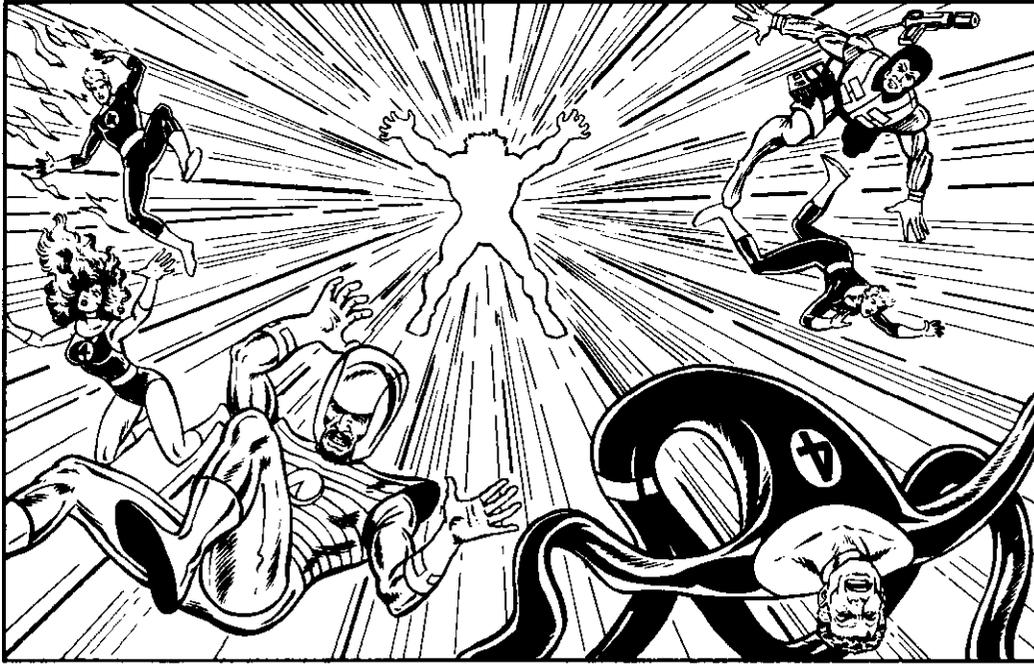
If the WIZARD has already opened the portal when the FF break in, the TRAPSTER sends a recall signal and tries to hold the FF back by spraying a wall of glue between himself and the heroes. The WIZARD returns from the Negative Zone three rounds later. If the portal is resealed before then, the WIZARD is trapped in the Negative Zone until the heroes rescue him or he finds his own one-way exit from the Zone.

Aftermath

Timing is crucial in this chapter. The heroes must stop the TRAPSTER and the WIZARD before the portal is opened or *something* escapes from the Negative Zone. The effects of the heroes' success or failure is detailed in Chapter 6: *Accentuate the Negative!*

Table 5: Recruiting Drive Karma

WIZARD is captured	+40
TRAPSTER is captured	+20
WIZARD is stopped before he opens the portal	+10



Chapter 6:

ACCENTUATE THE

NEGATIVE!

Campaign

If the FF prevented the Negative Zone portal from opening in Chapter 5, read the following paragraph to the players:

The threat at the portal has been averted, but the Negative Zone monitors are still jumping off the top of the scale! Something is expending an incredible amount of power trying to force itself back through the portal. Visual probes located just beyond the portal reveal that something to be BLASTAAR, the Living Bombburst!

BLASTAAR will break through in six rounds unless the heroes can electronically beef up the portal locks. Each round, the character at the portal control board must make a Reason FEAT roll. Reed, who designed the system, must make green FEAT rolls to keep the portal closed. If Sue or Johnny are at the controls, they must make yellow FEAT rolls. She-hulk, the group's newest member, needs red FEAT rolls. If the character at the controls makes all six Reason FEAT rolls, BLASTAAR is contained in his dimension and Earth is spared. If not, BLASTAAR overpowers the portal security and bursts into our dimension!

Read the following to the players if one of these FEAT rolls fails, or if the WIZARD opened the portal in Chapter 5.

The portal control board explodes in a deafening, rainbow shower of sparks. The lights flicker, and the already taxed power systems fail throughout the building. Out of the smoking wreckage of the Negative Zone portal strides a huge humanoid figure, power erupting from his great hands. BLASTAAR walks the earth once more!

Battle

BLASTAAR begins in the Negative Zone portal, the heroes in the monitor room. If the WIZARD was in the Negative Zone, BLASTAAR carries the inert, beaten WIZARD back with him.

BLASTAAR's first concern is blowing away the FANTASTIC FOUR, then taking control of the world. All through the fight, BLASTAAR crows about how he intends to control Earth and plunder it until nothing remains but a hollow shell. WIZARD and TRAPSTER must make Reason FEAT rolls. Find the result below:
 White-fights with BLASTAAR against FF. Green-runs away.
 Yellow or Red-fights with FF against BLASTAAR.

If the WIZARD's gravity disks are used to make BLASTAAR weightless, a well-timed charge or throw can knock BLASTAAR back through the portal.

If the SUPER-ADAPTOID is still in the building, it investigates the noise and attacks BLASTAAR on sight (SUPER-ADAPTOID wastes no affection on his former ally!).

Aftermath

If any Skrulls are still hiding in the building, they flee during this fight. (It's obvious that the FF are home again.)

If the FANTASTIC FOUR defeat BLASTAAR, they can return him to the Negative Zone without further incident. If the FF are beaten by BLASTAAR, the living bombburst escapes into the city.

If the WIZARD and TRAPSTER help fight BLASTAAR, they argue that they should be set free as a reward for their help. Let the players decide whether to turn the two over to the authorities.

Table 6: Negative Karma

WIZARD is captured	+40
TRAPSTER is captured	+20
BLASTAAR is captured	+100
BLASTAAR is returned to the Negative Zone	+50
WIZARD and TRAPSTER are released	+/- 0
Any villains (including Skrulls) escape	-10 each



Chapter 7:

LOOSE ENDS

This chapter is to wrap up any loose ends or undefeated villains, and let the FF start making repairs.

Sally Flack maintains her disguise and tries to bluff her way out of the building. If confronted, she tries to flee or rejoin the other Skrulls. She bargains for her freedom, if Franklin is a hostage.

If ARCADE escaped he will try again (hey, a contract is a contract). Disguised as Willy Lumpkin, the FF's mailman, he tries to enter the building and plant a bomb that causes monstrous damage in one area and all adjacent areas. The computer, if operating, detects ARCADE for what he is immediately, and notifies the FF. Play this adventure rather light.

If the SUPER-ADAPTOID and/or BLASTAAR escape a police report comes in several days later on super-powered creatures demolishing large sections of the park. If both escaped, this is a private battle between the two. If only one escaped, this is a lure to draw the FF into a fight in the open, so the bad guy can get back to the Negative Zone portal and the Negative Zone.

If the FF agree to help the Skrulls rescue their empress, Reed must build a portable

version of the time machine and travel with the Skrulls to the area that was once Tarnax IV, the Throneworld. If the FF do this, they will be away from Earth for months. The Skrulls will constantly be trying to steal or copy the device. Finally, they must find a way to rescue the royal family while Galactus destroys the planet. After the rescue, Sk'yll and his soldiers will turn against the heroes.

If the FF leave the DOOMBOT in the robotics lab it becomes active five days later. Its self-repair systems have undone WIZARD's rewiring. Its movements set off the security alarms immediately. The DOOMBOT moves to the nearest elevator, rips open the doors, flies up the shaft to the roof, smashes through the roof, and leaves. Its ultimate goal is the Latverian embassy. If questioned, it explains (in halting phrases) that it "wants to go home." If attacked, it fights back, and summons three identical companions by radio, which arrive four rounds later.

If any of the Skrulls escape, they won't try again to steal the FF's time machine. Their spies tell them that another such machine is hidden in Latveria, whose lord and protector is deceased. The Skrulls

decide it may be an easier target (and they are welcome to try and take it!).

Reed or his chosen representative is asked to appear at a meeting for tenants of the Baxter Building. The tenants are slightly irate about erratic service, power failures, and continual super-villain attacks. They demand a reduction in these attacks, or a corresponding reduction in rent. Play this for laughs, Judge

Table 7: Loose Ends Karma

ARCADE detected and caught	+30
BLASTAAR defeated and sent home	+100
SUPER-ADAPTOID defeated and locked in stasis	+75
DOOMBOT recaptured	+30
DOOMBOT allowed to "go home"	+20
Skrull queen rescued	+20
Skrulls acquire time machine	-300
Tenants are calmed and satisfied	+10

MISS LOCKE

assistant to ARCADE

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: GOOD
Reason: GOOD
Intuition: GOOD
Psyche: GOOD

Health: 36
Karma: none
Resources: TYPICAL
Popularity: —

Miss Locke is responsible for the coordination of the Murderworld complex. She often accompanies the red-haired assassin when he kidnaps victims to take to Murderworld.

MR. CHAMBERS

assistant to ARCADE

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: TYPICAL
Reason: EXCELLENT
Intuition: TYPICAL
Psyche: TYPICAL

Health: 32
Karma: none
Resources: TYPICAL
Popularity: —

Mr. Chambers is responsible for maintenance of the Murderworld systems. His Reason is Remarkable in electronics.



ARCADE

(real name unknown), assassin

Fighting: TYPICAL
Agility: EXCELLENT
Strength: TYPICAL
Endurance: TYPICAL
Reason: REMARKABLE
Intuition: EXCELLENT
Psyche: TYPICAL

Health: 36
Karma: 66
Resources: EXCELLENT
Popularity: 60

Powers: none, but ARCADE does carry a dart pistol that fires darts tipped with Amazing poison. Any body armor stops these darts.

Talents: ARCADE is a natural mechanic and architect. His Reason is Incredible when working in these fields.

Background: ARCADE was a bored, rich kid who turned to crime for kicks. He invested his inheritance in a series of Murderworld death traps, then sat himself up as a freelance killer, offering to off anyone for \$1 million. Basically psychotic ARCADE enjoys tormenting his victims in his deadly amusement park as much as the money.

BLASTAAR

BLASTAAR, reaver

Fighting: EXCELLENT
Agility: GOOD
Strength: AMAZING
Endurance: UNEARTHLY
Reason: GOOD
Intuition: GOOD
Psyche: EXCELLENT

Health: 160
Karma: 40
Resources: EXCELLENT
Popularity: 2

Powers:
ENERGY BLASTS. BLASTAAR can shoot monstrous blasts of neutrons through his hands, to Excellent range (5 areas).

FLIGHT: BLASTAAR can fly at Remarkable speed by releasing controlled blasts of neutrons from his fingers.

BODY ARMOR: BLASTAAR has Remarkable body armor, owing to his alien physiology.

Talents: BLASTAAR has Excellent Reason regarding military matters.

Background: BLASTAAR once was the monarch of Baluur, a planet in the Negative Zone. His own people rebelled against him and set him adrift in the debris belt near the entrance to our universe. He was unknowingly released and led back to Earth by Reed Richards, and considers Earth easy prey.



WIZARD

(real name unknown),
criminal and inventor

Fighting: POOR
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: INCREDIBLE
Intuition: TYPICAL
Psyche: TYPICAL

Health: 40
Karma: 52
Resources: varies
Popularity: 10

Powers:

ANTI-GRAVITY DISKS. The WIZARD uses anti-gravity disks of his own design as weapons. He throws them with Excellent Agility, and the disks adhere with Monstrous Strength paste (courtesy of the TRAPSTER). Any target struck by a disk floats upward at a rate of 10 feet per round, unless it's fastened to something solid.
FLIGHT. WIZARD wears an antigravity disk on his costume. This allows him to fly at Typical speed.

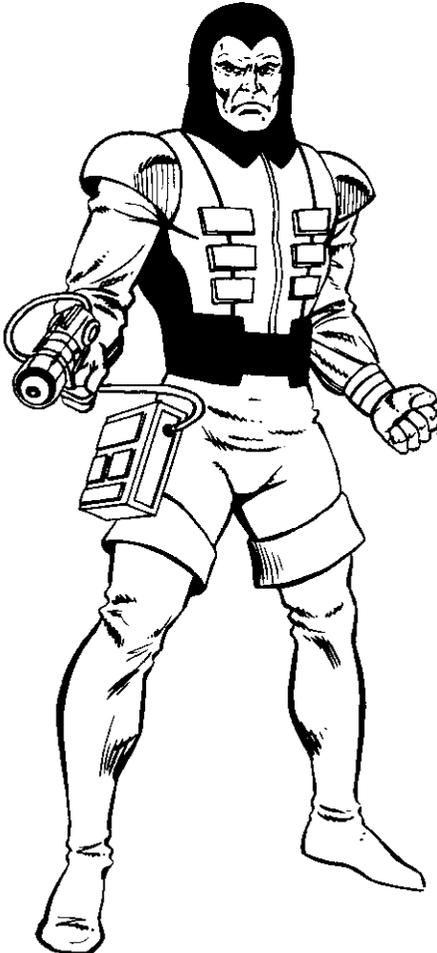
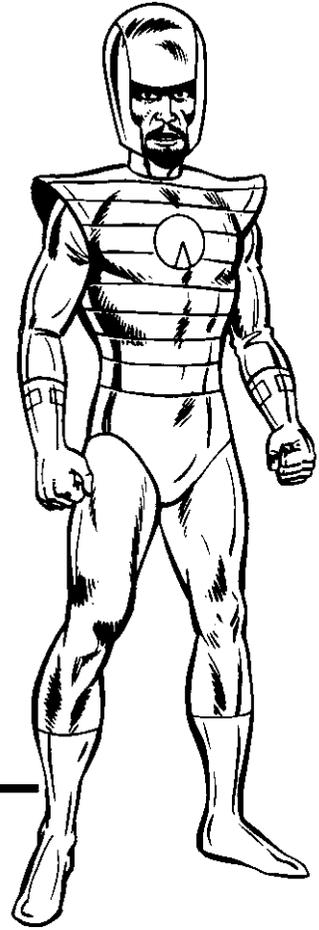
POWER GLOVES. WIZARD developed a pair of power gloves that give him three powers:

1) They raise his Strength to Excellent;

- 2) They can fire Incredible electron-beam blasts with Poor range;
- 3) They can generate a Remarkable force field.

Talents: The WIZARD was once a world-famous physicist, and his Reason is Amazing when dealing with sub-atomic particles and other dimensions.

Background: After becoming a celebrity for his 'magic' tricks, the WIZARD turned to crime in an attempt to discredit the HUMAN TORCH. The HUMAN TORCH escaped from the WIZARD's trap and brought the WIZARD to justice. Several such humiliations led the WIZARD to found the FRIGHTFUL FOUR, who were defeated by the FF on many occasions.



TRAPSTER

Peter Petruski, criminal

Fighting: POOR
Agility: GOOD
Strength: POOR
Endurance: GOOD
Reason: EXCELLENT
Intuition: GOOD
Psyche: GOOD

Health: 28
Karma: 40
Resources: varies
Popularity: 10

Powers:

PASTE GUN. TRAPSTER's main weapon is a gun which shoots glue. This glue sets immediately as a Monstrous material. It is flameproof, but exposure to ultra-violet rays degrades the glue and makes it brittle. It can be crumbled after 5 hours of exposure to sunlight. Pete's Agility is Excellent with this weapon. The gun has Typical range (2 areas).

TRAPS. TRAPSTER also carries a number of mechanical traps that he throws to ensnare victims or impede pursuers. These devices are made of Excellent material.

WALL-WALKING. A recent wrinkle in TRAPSTER's arsenal, the soles of his boots exude glue, allowing him to walk on walls and ceilings. He moves only 1 area per round in this fashion, and gets dizzy if upside down (he must make a green Endurance FEAT roll to do anything during the round).

Talents: chemistry, especially when applied to chemical adhesives.

Background: Petruski was a research chemist who turned to crime after discovering a multipolymer adhesive of Monstrous strength. Calling himself PASTE-POT PETE, Petruski ran afoul of THE THING and HUMAN TORCH. He renamed himself the TRAPSTER after improving his weaponry and joining the Frightful Four. He is not the bravest of the foursome, and usually follows WIZARD's lead.

SUPER-ADAPTOID

android

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: TYPICAL
Reason: TYPICAL
Intuition: TYPICAL
Psyche: TYPICAL

Health: 150
Karma: varies
Resources: none
Popularity: 5

Powers:
DUPLICATION. The SUPER-Adaptoid can imitate and retain physical abilities and powers of any super-powered beings that he can see and that are in his area. The SUPER-ADAPTOID can instantly and completely imitate up to five separate heroes.

The SUPER-ADAPTOID duplicates the Fighting, Agility, Strength, and Endurance of its targets, and physical manifestations of power. It cannot duplicate Reason, Intuition, or Psyche. It can pick and choose which abilities and powers it wants. It has duplicated androids, aliens, and mutant abilities, as well as material objects such as Hawkeye's bows and Iron Man's armor.



The SUPER-ADAPTOID can retain the powers of up to five heroes for two years. At the start of this adventure, the templates of the AVENGERS have been erased, leaving only its THE THING template.

Talents: none.

Background: Created by A.I.M. (Advanced Idea Mechanics) in what may have been a freak accident, the SUPER-ADAPTOID has fought the AVENGERS on a number of occasions.

SALLY FLACK

Onalla, Skrull spy

Fighting: GOOD
Agility: TYPICAL
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 46
Karma: 40
Resources: —
Popularity: —

Powers:
SHAPE-SHIFTING. Same as Sk'yll.
GROWTH and SHRINKING. Same as Sk'yll.
BLAST PEN. Onalla's blaster, disguised as a pen, causes Remarkable damage and has Typical range.

Talents: acting.

Background: Onalla is an experienced Earth spy. She will not give up her disguise unless forced to.

CAPTAIN SK'YLL

Sk'yll, Skrull military officer

Fighting: EXCELLENT
Agility: GOOD
Strength: TYPICAL
Endurance: GOOD
Reason: GOOD
Intuition: GOOD
Psyche: TYPICAL

Health: 46
Karma: 26
Resources: —
Popularity: —

Powers:
SHAPE-SHIFTING. All Skrulls are natural Unearthly shape-shifters. Changing shape does not alter their basic abilities. This change requires a conscious effort from the Skrull.

GROWTH and SHRINKING. Along with their shape-shifting, Skrulls have Feeble Growth and Shrinking powers, enabling them to grow to 1.5 times their normal volume, or shrink to 0.75 times their normal volume.

BODY ARMOR. Sk'yll wears a protective suit that gives him Remarkable body armor.

BLAST RIFLE. His blast rifle causes Amazing damage at Good range.

Talents: none.

Background: Captain Sk'yll is a veteran of the Skrull-Kree war. He wears an eye-patch as a result of a war wound.

SKRULL SOLDIERS

Fighting: GOOD
Agility: TYPICAL
Strength: TYPICAL
Endurance: GOOD
Reason: GOOD [EXCELLENT]
Intuition: TYPICAL
Psyche: TYPICAL

Health: 32
Karma: 22 [32]
Resources: —
Popularity: —

(Ranks in brackets apply only to Skrull technicians.)

Powers:
SHAPE-SHIFTING. Same as Sk'yll.
GROWTH and SHRINKING. Same as Sk'yll.
BLAST PISTOLS. These pistols cause Incredible damage and have Good range.



In Loving Memory DOCTOR DOOM

VICTOR VON DOOM,
Monarch of Latveria

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: AMAZING
Intuition: INCREDIBLE
Psyche: AMAZING

Health: 120
Karma: 140
Resources: AMAZING
Popularity: 40

Powers:

BODY ARMOR: DOOM wore a suit of armor that provided him with Incredible body armor.

FORCE FIELD. DOOM's armor also generated a Monstrous force field. It had no effect on magical or psionic attacks.

FORCE BEAMS. DOOM's gauntlets shot beams of Amazing force to a range of 7 areas (Remarkable).

FLIGHT. DOOM could make Excellent speed by using the jet-pack built into his armor.

Talents: DOCTOR DOOM was a scientific genius who built time machines, space craft, robot duplicates and servants, mind-control devices, and innumerable super-weapons. He received one column shift to the right when inventing things.

Background: VICTOR VON DOOM was the son of Latverian Gypsies, and was raised in that small Balkan country. He was fascinated by science, but also learned a smattering of Gypsy magic.

As a young adult he traveled to America and attended Empire University with Reed Richards. There, DOOM attempted an experiment to contact his mother in the afterlife. The experiment ended in an explosion that disfigured DOOM's face and caused his expulsion from the University.

Fleeing civilization, he took refuge in Tibet, where a group of holy men helped him to cast his mask and armor. Returning to his native Latveria, DOOM overthrew the existing monarch and set himself up in that place, guaranteeing a healthy, prosperous land at the price of individual freedom.

In the years since his rise to power, DOOM fought most of the world's "SUPER HEROES" at one time or another, but came back time and again to bedevil the FANTASTIC FOUR. DOOM held a deep hatred for Reed Richards, who had warned him about the danger of his disastrous experiment and an error in his calculations. DOOM was always in the forefront of the FANTASTIC FOUR's enemies.

VICTOR VON DOOM met his physical end as the result of one of his machinations against the FF. Imbuing the power cosmic into one of Galactus' former heralds, Tyros, DOOM was himself

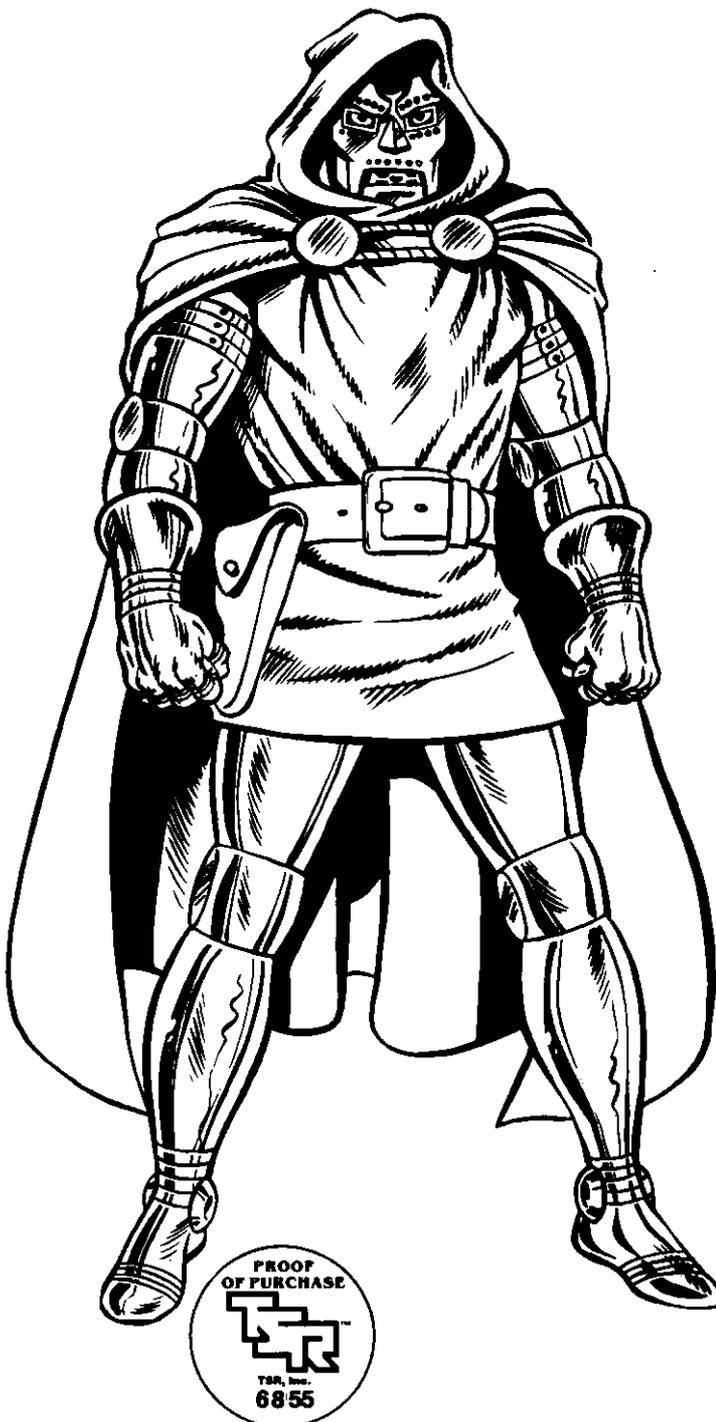
consumed in a ball of flame where the combined powers of Tyros and the Silver Surfer collided with his immobilized form.

The passing of the monarch of Latveria has not been commemorated in the fashion traditional to the deaths of heads of state. There have been no eulogies, no somber funeral. The Latverian Embassy denies the monarch's demise.

Undeniably, DOOM was the most dangerous national leader since the fall of the Third Reich. Yet this obsessed man was driven by a fierce love of his people and respect for humanity. His

urge to conquer came from the belief that he was the most fit man to rule the world, not from an insatiable hunger for power. His super-germs and army-crushing devices could easily be overshadowed by his developments in time travel and artificial intelligence.

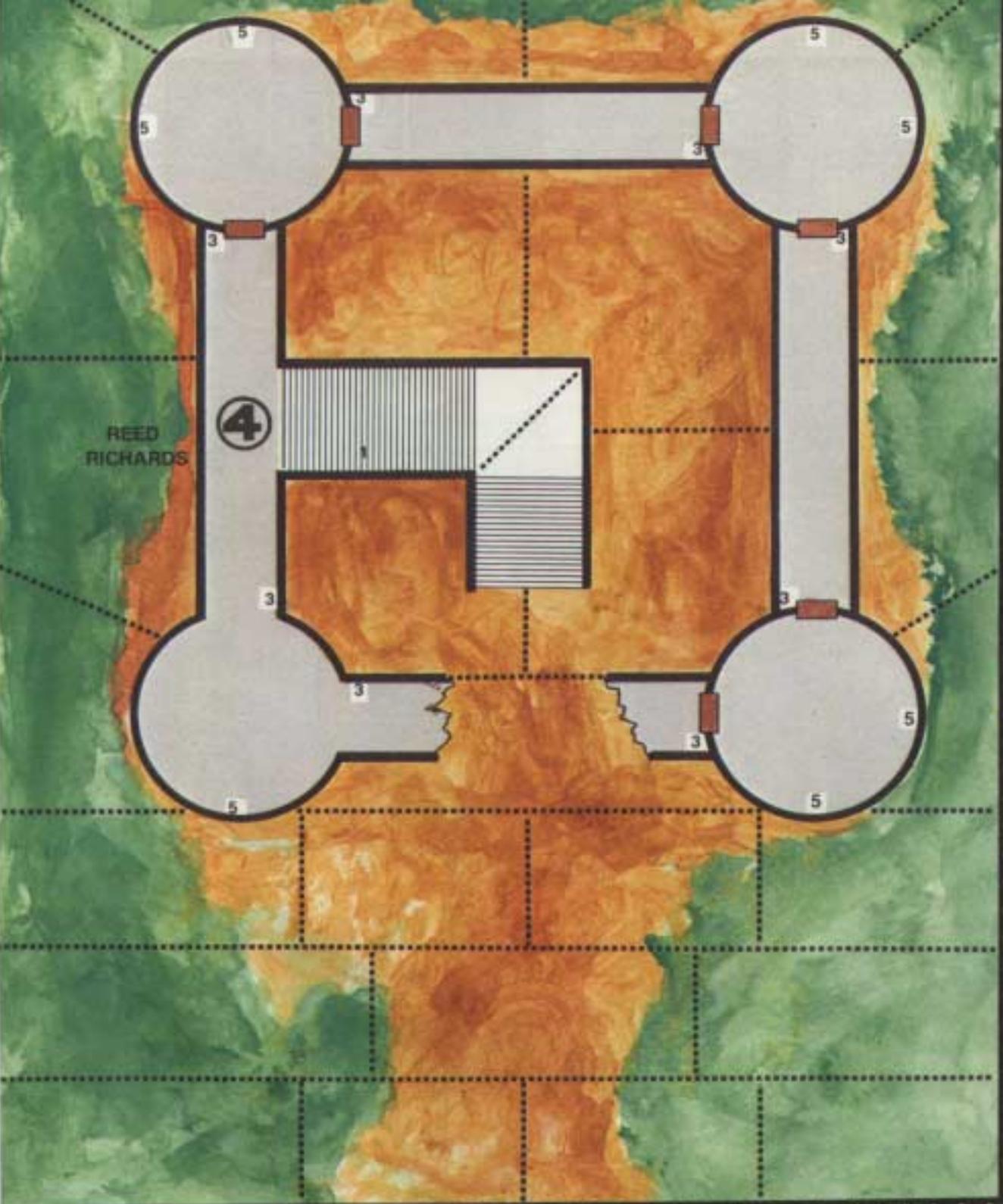
All that emerged from the planet-shaking inferno that took DOOM's life was his mask, a mask that covered a twisted face and a human soul. The world is both richer and poorer for his presence, and the same for his absence. May he rest in peace.



Key

Key symbols:
- Area: Blue, Green, Red, Yellow lines
- Ammunition: Black rectangle with two dots
- Door: Red rectangle with a handle
- Stairs: Hatched rectangle
- Character: Circle with the number 4
- Helicopter: Square with the number 5

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CASTLE HIDEOUS

ARCADE'S SECRET

ARCADE'S SECRET

ARCADE'S SECRET

LAYOUT OF
R WORLD
WITH MH3
Substitutes)

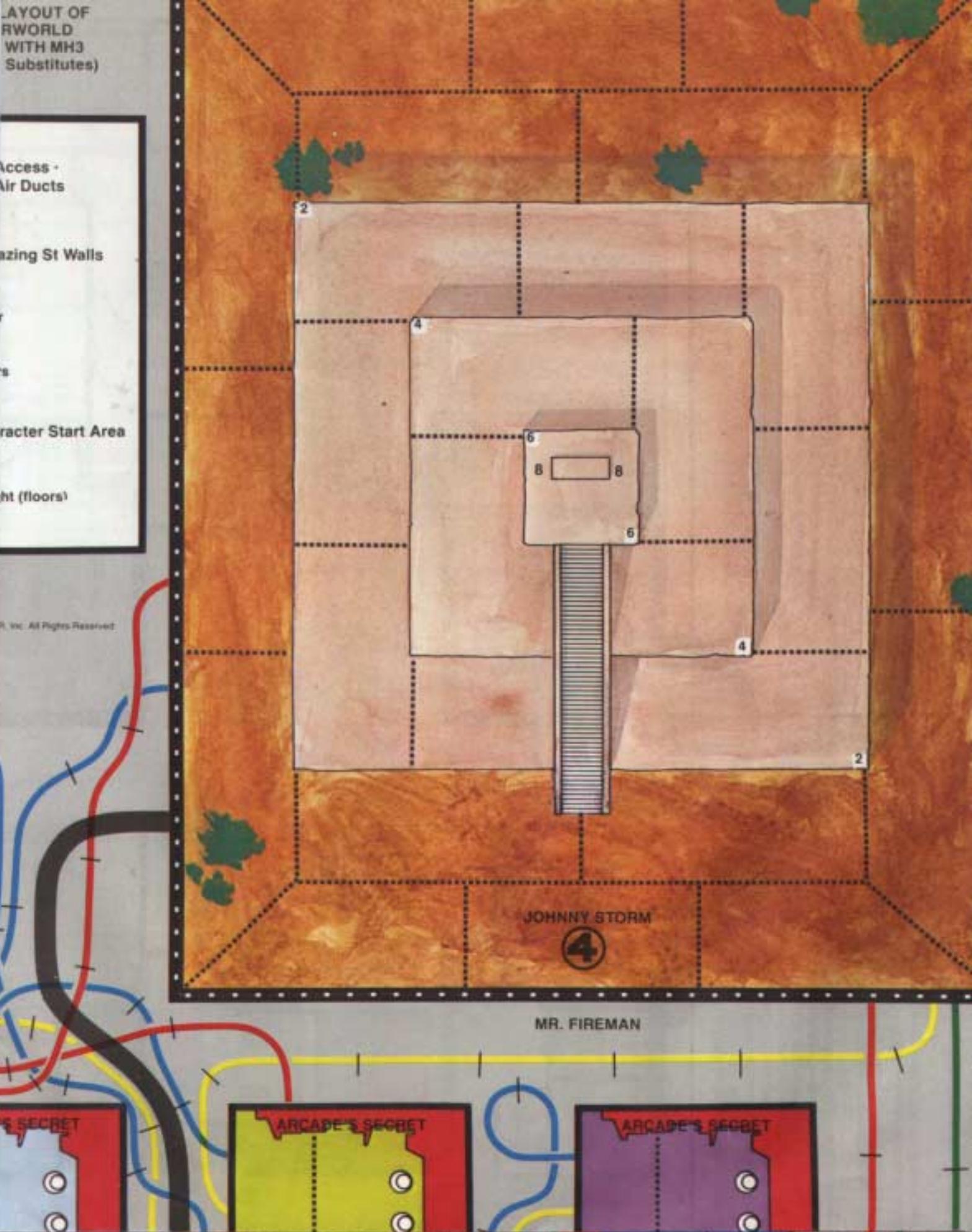
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JOHNNY STORM

4

MR. FIREMAN

'S SECRET

ARCADÉ'S SECRET

ARCADÉ'S SECRET



INTRUDER

Exit

Tank

Tank

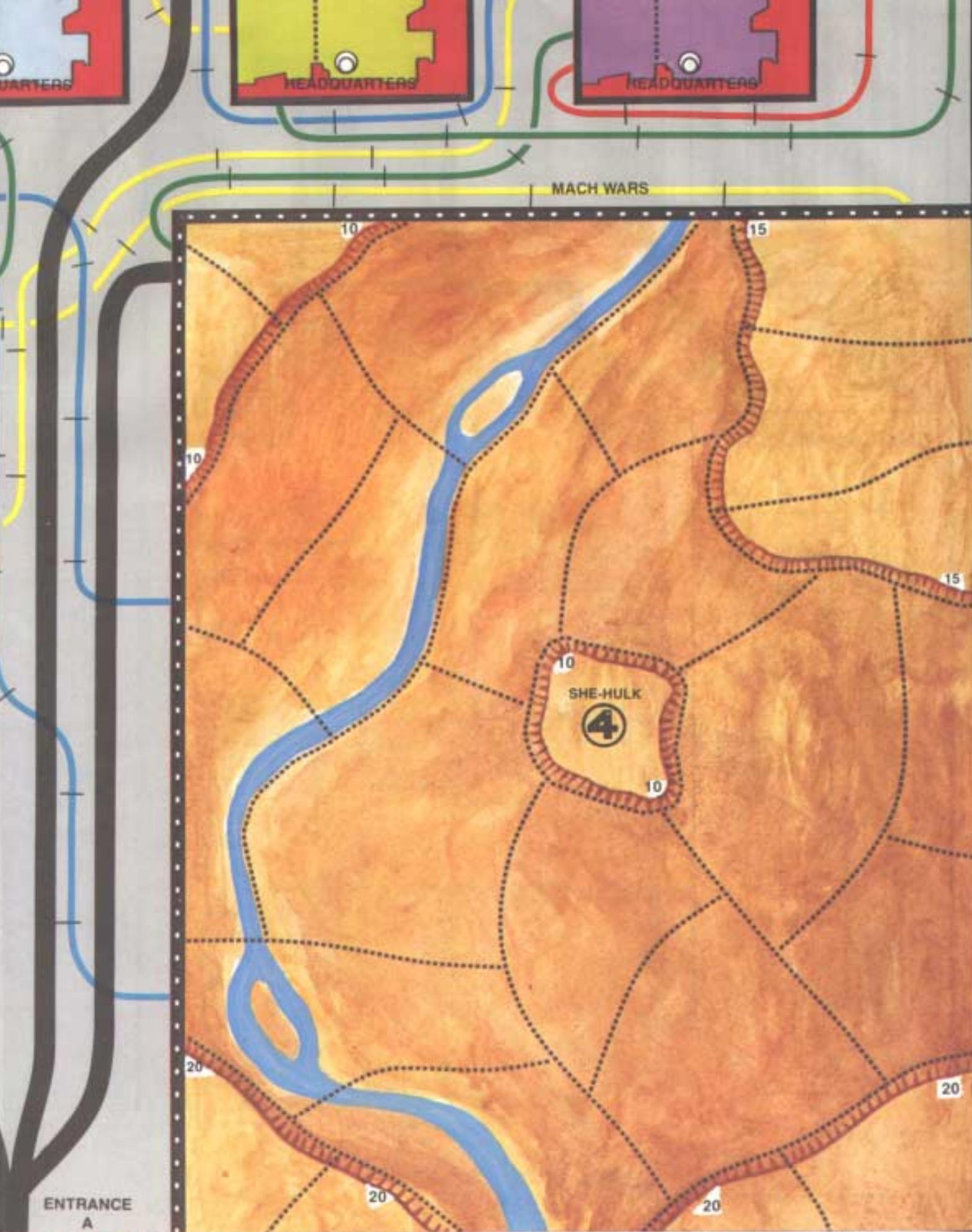
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Tank

SUE RICHARDS



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HEADQUARTERS

HEADQUARTERS

HEADQUARTERS

MACH WARS

10

15

10

15

10

SHE-HULK

4

10

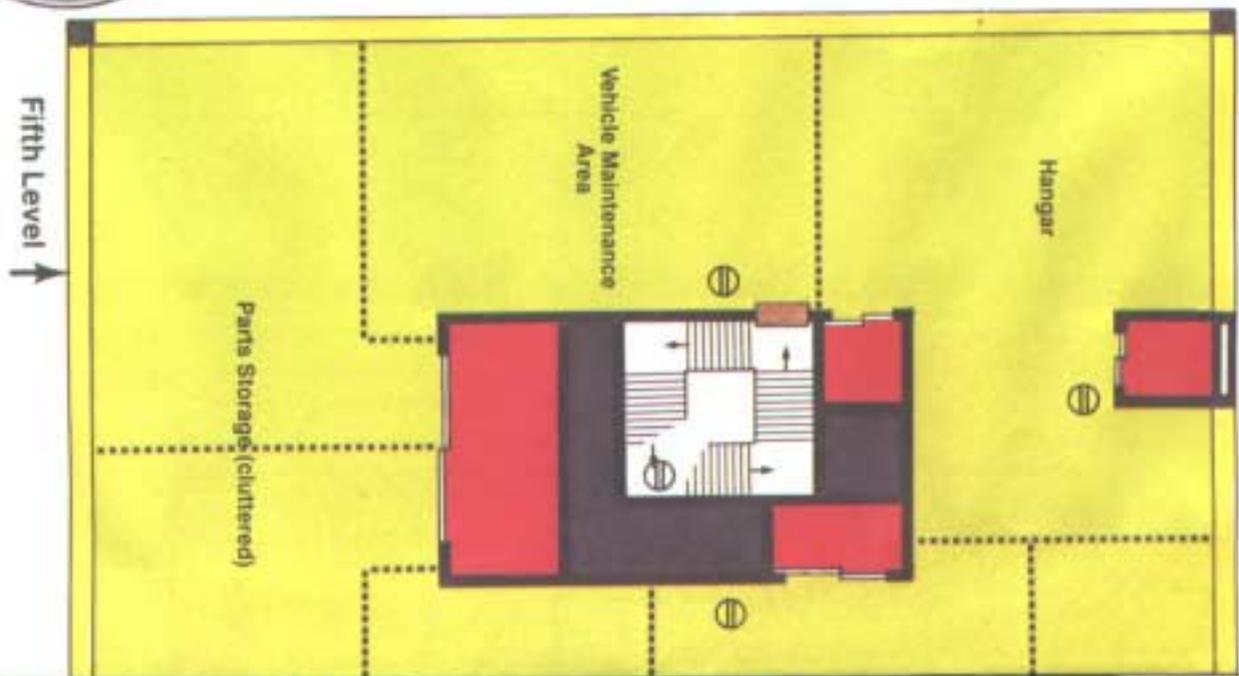
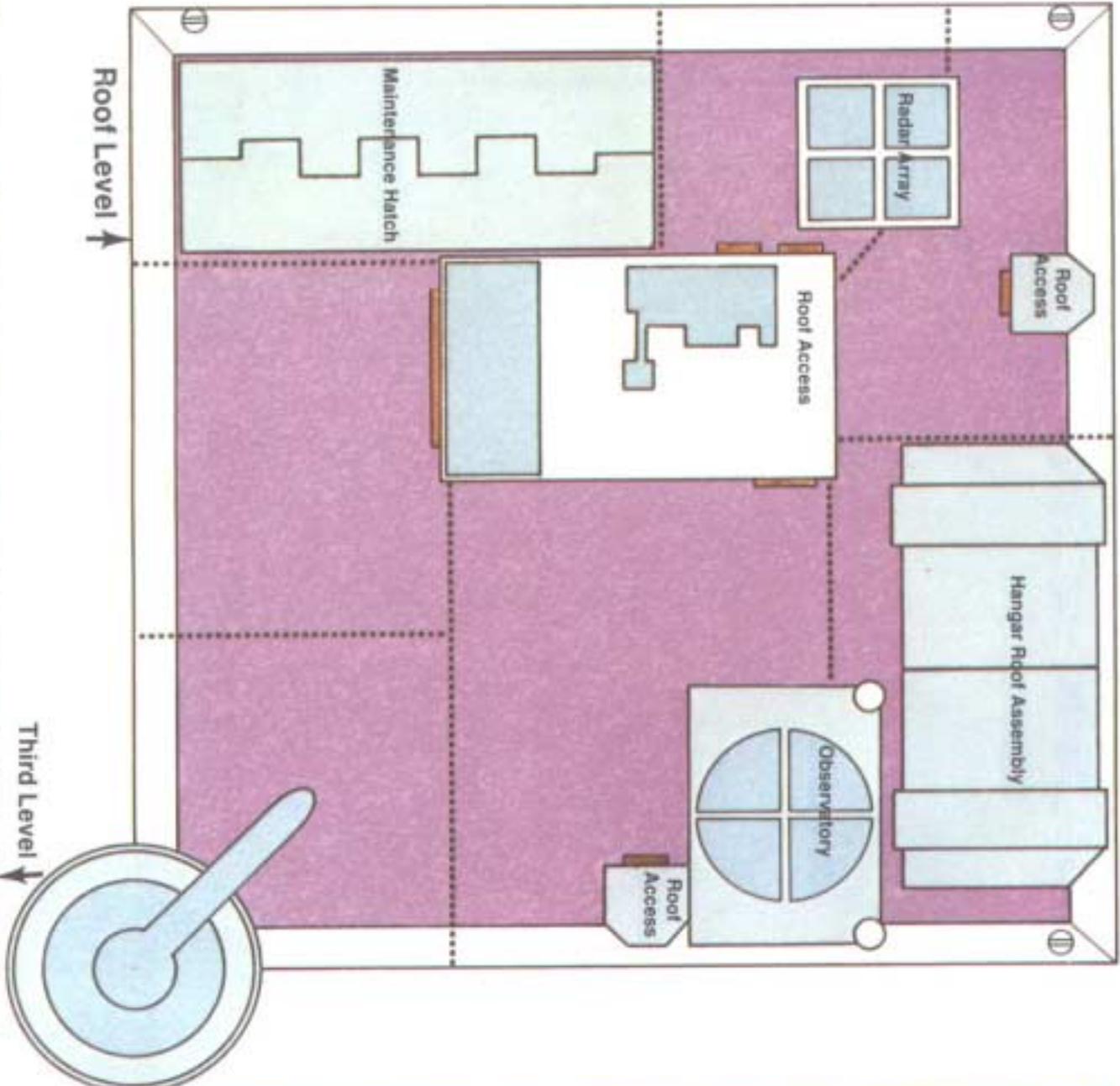
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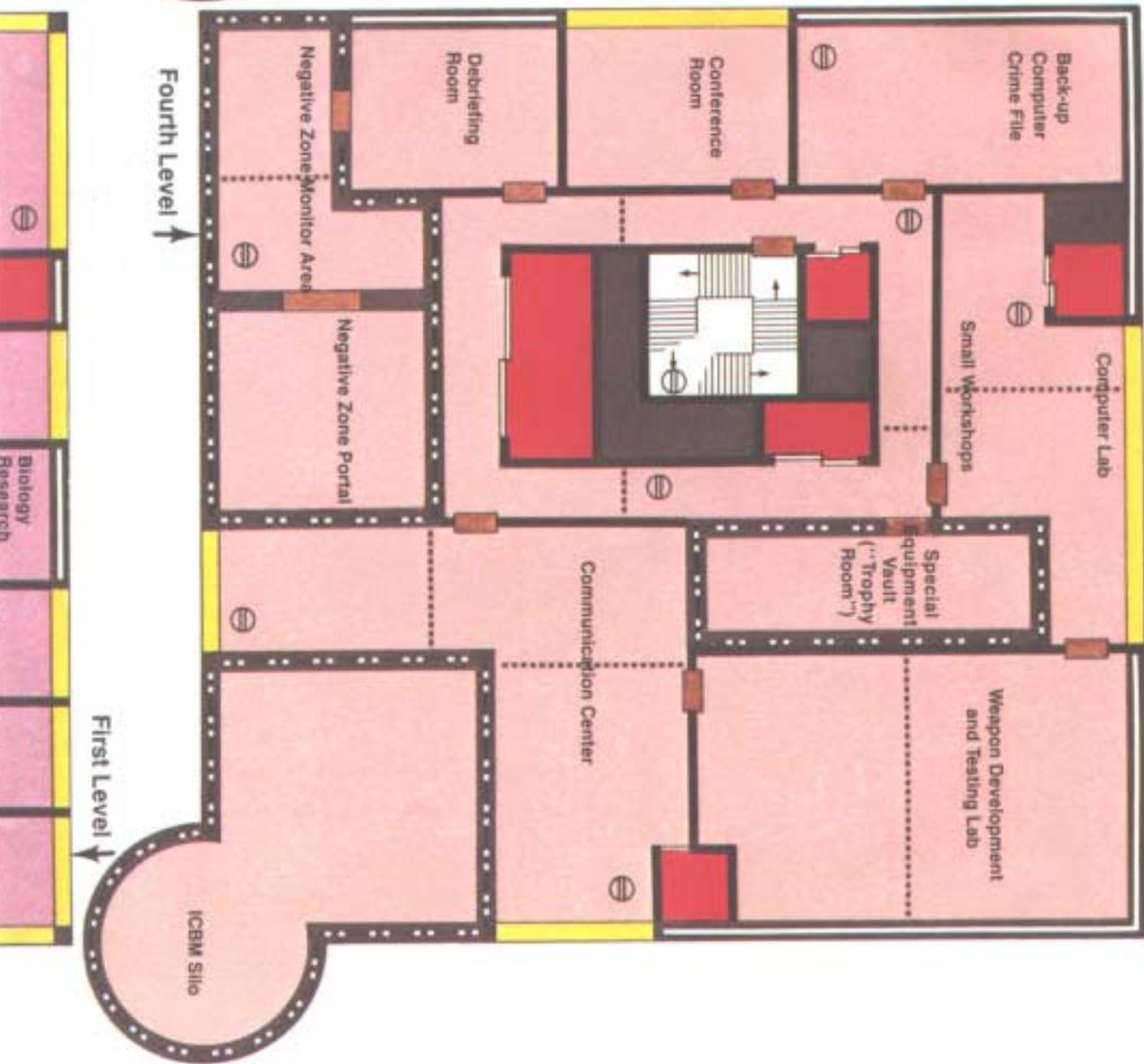
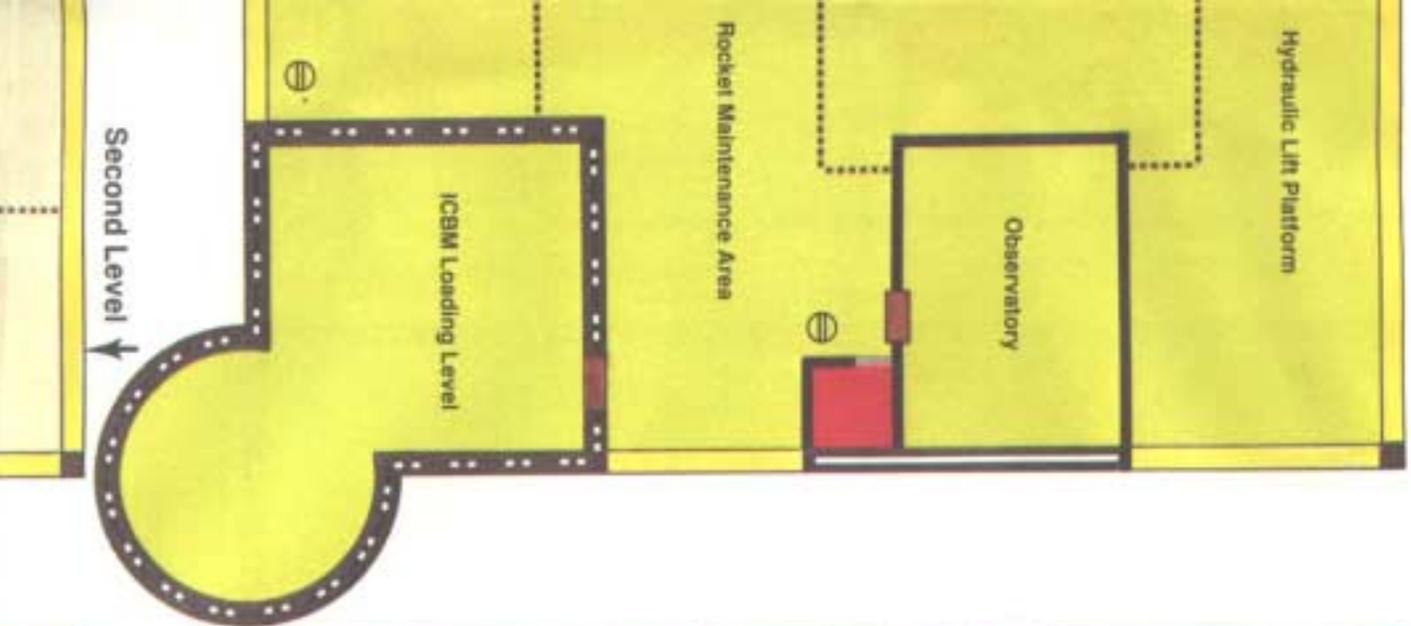
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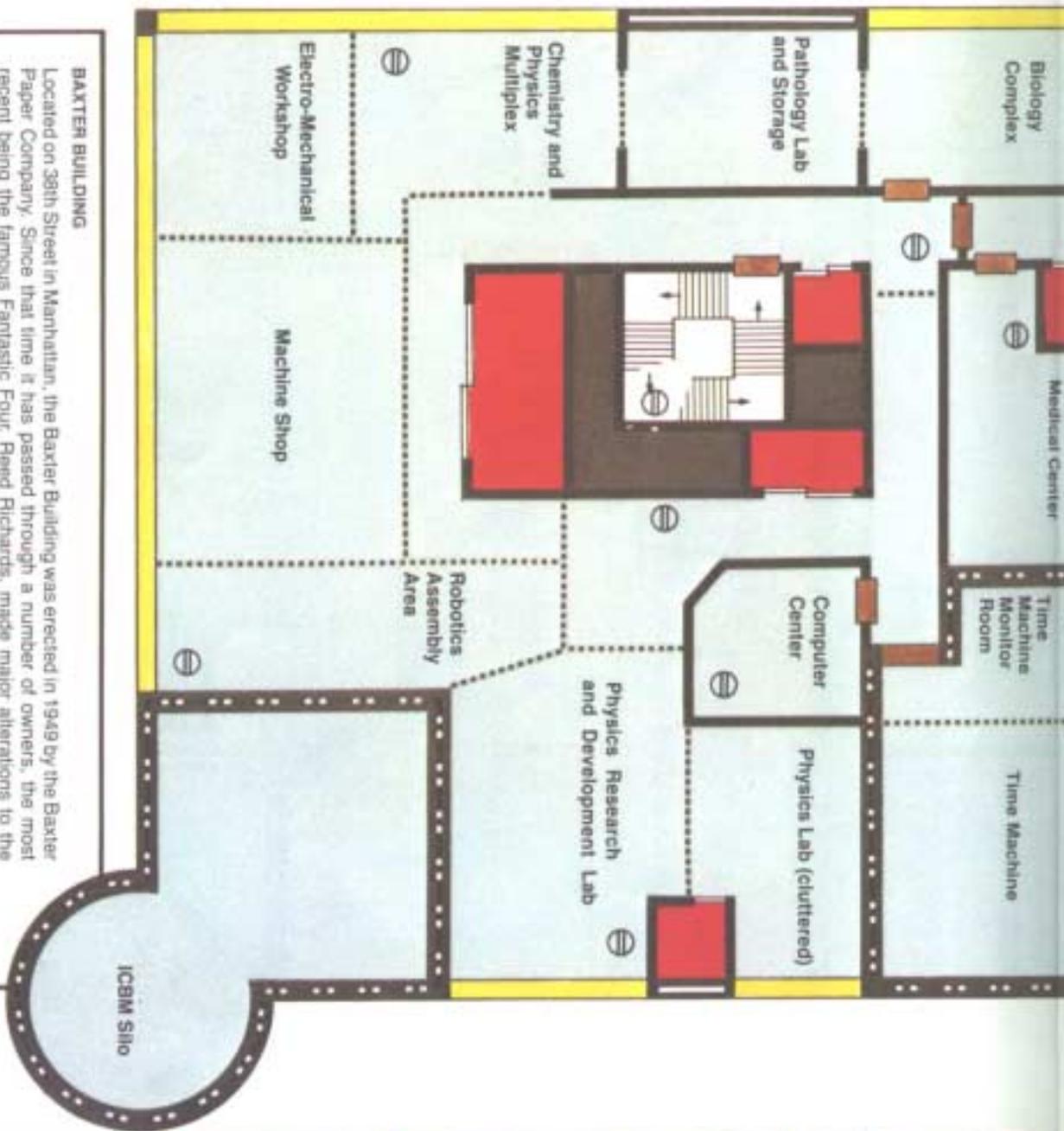
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ENTRANCE
A





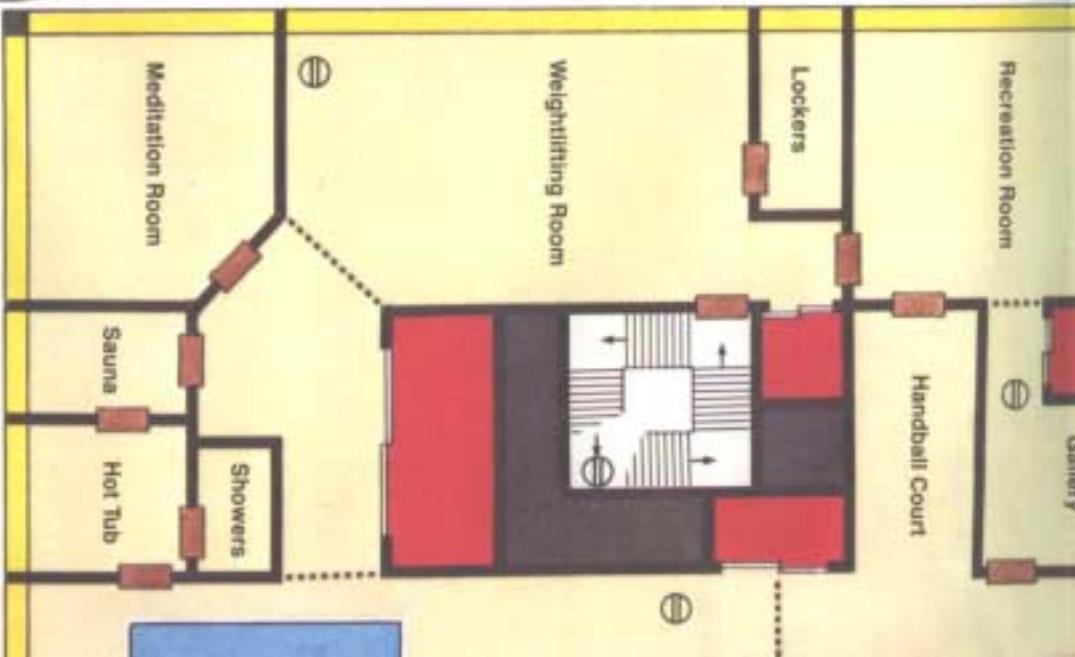


BAXTER BUILDING

Located on 38th Street in Manhattan, the Baxter Building was erected in 1949 by the Baxter Paper Company. Since that time it has passed through a number of owners, the most recent being the famous Fantastic Four. Reed Richards, made major alterations to the upper five stories to facilitate the team's activities.

SECURITY: The Baxter building has extensive security devices inside and out. Scanners on the roof check all approaching craft for identification. Hostile or unidentified vehicles or persons are not admitted to the building. Similar devices check visitors as they ride up on the elevator.

On the top five floors, a large number of internal monitors watch the halls and important rooms. These monitors are similar to the scanners on the roof, but include some video cameras as well. By each scanner is a security button that cuts off the Baxter Building from outside electromagnetic signals, preventing an external takeover of electrical systems. The monitors and the computer run on standard power, and have their own backup generator.



VEHICLES: The Hanger Deck on the fifth level holds a a the Fantastic Four.

*The Fantasticar—Three vehicles strongly identified also called the flying bathtub, suffices for short trips in the long range cars are used for cross-country hauls. The planes that can be broken off from the parent vehicle.

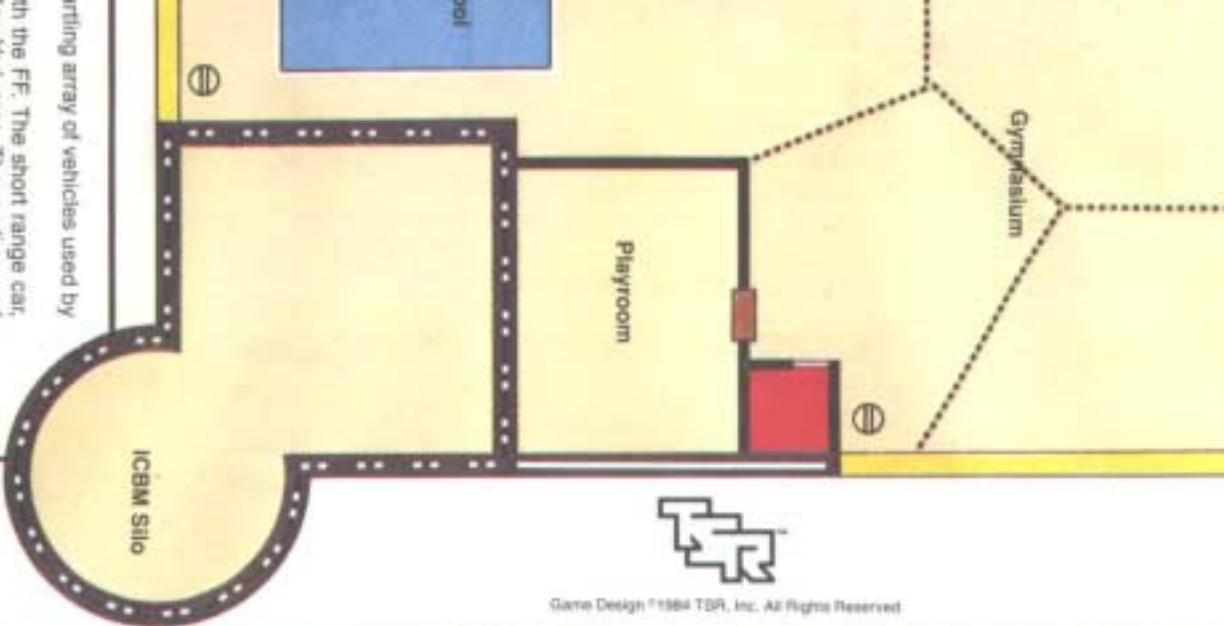
*The Pogo Plane—Used for long distance (2,000 mile the advantage of being able to land and take off standing a runway.

*The ICBM—For globe-girdling trips, the FF use an ICE ing, accessed from the hanger deck. Exhaust from the roof **THE NEGATIVE ZONE PORTAL**—A gateway into an alien Reed Richards and the Fantastic Four. The Zone is re zone outside the gateway.

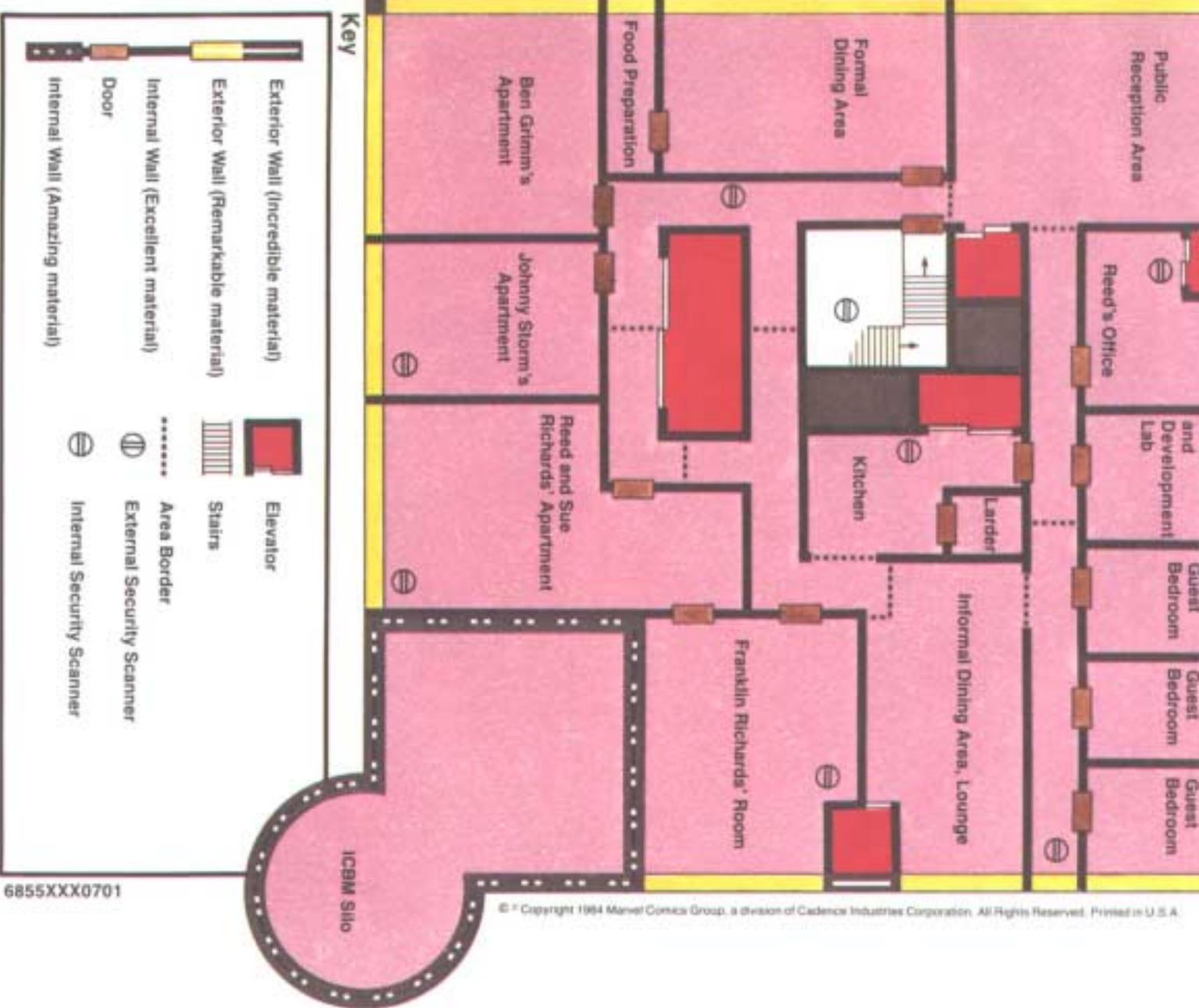
...plus) travel, the pogo plane has
 housed in a corner of the build-
 ant-matter universe explored by
 able only through a transition

...ing array of vehicles used by

...n the FF. The short range car,
 ...ew York area. The medium and
 ...ng range car carries two multi-



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SHE-HULK

Jennifer Walters, adventurer

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: AMAZING
Endurance: AMAZING
Reason: TYPICAL
Intuition: GOOD
Psyche: EXCELLENT

Health: 150
Karma: 36
Resources: EXCELLENT
Popularity: 30

Powers:

BODY ARMOR. SHE-HULK's thick hide gives her Incredible body armor.

LEAPING: Jennifer has powerful leg muscles, though not as oversized as her cousin the Hulk. She can make Remarkable leaps.

ALTER EGO. SHE-HULK can change to her weaker, original form intentionally or because of an overdose of gamma radiation. She must make a red Endurance FEAT roll to avoid changing as an effect of radiation. Jennifer Walters' abilities are listed below.

F A S E R I P
 Ty Ty Pr Gd Gd Gd Ty

Health: 26 Karma: 26

Talents: Jennifer Walters was a lawyer licensed to practice in California. Her Reason is Excellent on legal matters, but as the SHE-HULK she has less patience for legal intricacies.

Background: Lawyer Jennifer Walters was shot by gangsters, and saved by a blood transfusion from her cousin Bruce (the Hulk) Banner. Banner's irradiated blood transformed the mild-mannered lawyer into the 6-foot-7-inch green amazon. SHE-HULK worked briefly with the AVENGERS, and now is a member of the FANTASTIC FOUR (and reserve AVENGER).



THE THING

Benjamin J. Grimm, adventurer

Fighting: INCREDIBLE
Agility: GOOD
Strength: MONSTROUS
Endurance: MONSTROUS
Reason: GOOD
Intuition: GOOD
Psyche: REMARKABLE

Health: 200
Karma: 50
Resources: REMARKABLE
Popularity: 80

Powers:

BODY ARMOR. Ben's orange, rocky hide serves as Incredible body armor.

ALTER EGO. THE THING has changed back to his original form of Ben Grimm on several occasions, either by accident or experiment. Following the SECRET WARS, Ben learned he was able to effect that change at will, and chose to remain Ben as often as possible. Ben Grimm's abilities are listed below.

F A S E R I P
 Ex Gd Gd Gd Gd Gd Rm

Health: 50 Karma: 50

Talents: Ben can fly any airplane or spacecraft of terrestrial design. He can dope out the workings of any alien craft with a green Reason FEAT roll. His Reason is Incredible when applied to flying craft.

Background: Ben was the pilot of the flight that gave the FANTASTIC FOUR their powers. Despite his basically soft-hearted and understanding temperament, Ben hated what he had become, and only recently has begun to accept it. His short temper often leads him to act before thinking, particularly when he's frustrated or annoyed. At the time of the MURDERWORLD adventure. Ben is not a member of the team.

FRANKLIN RICHARDS

Franklin Benjamin Richards, child

Fighting: POOR
Agility: TYPICAL
Strength: FEEBLE
Endurance: POOR
Reason: TYPICAL
Intuition: GOOD
Psyche: MONSTROUS

Health: 16
Karma: 91
Resources: none
Popularity: 10

Powers:

Franklin Richards has exhibited extremely potent mental mutations. dwarfing the powers of great beings such as ANNIHILUS and NICHOLAS SCRATCH. These powers are currently under a self-imposed mental block because Franklin cannot control them, and they will only surface again when the child reaches maturity.

Talents: none.

Background: With his powers dampened, the Only child of Reed and Sue Richards is vulnerable to attack by the FF's foes. Reed and Sue have adopted civilian identities (Reed and Sue Benjamin) to protect Franklin.



ALICIA MASTERS

Alicia Masters, sculptress

Fighting: POOR
Agility: TYPICAL
Strength: POOR
Endurance: POOR
Reason: GOOD
Intuition: GOOD
Psyche: EXCELLENT

Health: 18
Karma: 40
Resources: TYPICAL
Popularity: 20

Powers: none.

Talents: sculpting, art.



Background: Alicia has been a close friend of the FANTASTIC FOUR for many years, and has faced many dangers at their side. Blind from age six, Alicia has developed her artistic abilities and talents to the point where she is a respected sculptress in the New York area. Lacking any super powers. Alicia has often been a target for those wishing to strike at the FANTASTIC FOUR.

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By Jeff Grubb

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