


HOW DOCTOR DOOM STOLE CHRISTMAS

A Marvel Heroic Roleplaying Holiday Mini-Event



By Ryan T. Goodman





*Merry Christmas from all of us at Plot Points Blog to all of you!
Thanks for reading! Excelsior!*

*“How Doctor Doom Stole Christmas” is a fan creation written by Ryan T. Goodman. It includes art from the **What the -!?** #10 (January 1991) story “I’ll Be Doom for Christmas” by Scott Lobdell and John Byrne.*

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How Doctor Doom Stole Christmas

A Marvel Heroic Roleplaying Holiday Mini-Event

Based on What The -!? #10 by Scott Lobdell and John Byrne

By Ryan T. Goodman

Doctor Victor von Doom, the on-and-off dictator of Latveria, hates Christmas. It gives people hope, encourages them to celebrate things that aren't Doom himself, and takes attention away from the Latverian national holiday Doom-mas.

But one thing that intrigues Doom about the holiday is its mysterious symbol: Santa Claus. The man in the red and white suit, despite his bulging gut and annoying laugh, has somehow managed to unlock a secret of temporal control, allowing him to travel the entire world in a single night. And that's not all! To Doom's great mirth, Santa also seems to have an entire race of enslaved servitor elves to do his bidding! Just think of the Doom-bots that could be produced if Latveria controlled the North Pole factories!

This short one-act Event for the **Marvel Heroic Roleplaying Game** is designed to provide a short holiday break for you and your players and should be enough material to fill one gaming session. It is very loosely based on Scott Lobdell and John Byrne's 1991 short comic entitled "I'll Be Doom For Christmas," and the art included is from that book.



PREPARING FOR THE EVENT

As the Event begins, Doom has made his move against the North Pole, and has captured Santa Claus and his elves! For this event, any heroes included in the **Marvel Heroic Roleplaying** Basic Game, MHRP Civil War Event Book, any other supplement, or the Plot Points Blog are available. It might be fun to have your players all choose one family (the Fantastic Four), team (the Young Avengers), or other tight-knit group to play through the adventure. The holidays are all about this sort of thing, you know!

Heroes can find out about this disturbing turn of events via any of the following Plot Hooks.

RETURN TO SENDER: Heroes with children or ties to other heroes' kids (Luke Cage, the Fantastic Four, etc.) come to find that the letters to Santa Claus sent by their young loved ones have been marked Return to Sender. Something is afoot at the North Pole!

LATVERIA IS QUIET... TOO QUIET: Heroes with ties to S.H.I.E.L.D. or any other intelligence or security agency have been hearing some mysterious news. Or rather, they haven't heard ANY news, which is startling. What is Doom up to?

LAST-MINUTE SHOPPING: Some heroes, especially those with non-powered loved ones and secret identities, are out shopping in New York City when a disturbance brings them to Rockefeller Center's famous Rink and Christmas tree!

THE DOOM POOL

This is a global-scale threat! Santa's disappearance and replacement by Doctor Doom is a pretty big deal. The Doom Pool thus begins at 3d6 for this Event.



MILESTONES

Milestone: BAH! HUMBUG!

1 XP: When you talk about how much you hate Christmas, preferably actually saying “Bah! Humbug!”

3 XP: When you make a child (or a Christmas-loving hero) cry.

10 XP: When your hatred/disdain for the holiday season is confirmed, or when your heart grows three sizes and you come to enjoy the true meaning of Christmas.

Milestone: THE MOST WONDERFUL TIME OF THE YEAR!

1 XP: When you make a Christmas-related joke or reference, including singing carols.

3 XP: When you try to convince an ally or enemy that this is not the time of year to be cynical and heartless.

10 XP: When you bring Christmas cheer to those who otherwise had none, or their cynicism causes you to lose faith and spend Christmas alone (or in a bar).

Milestone: SUPER PARENT

1 XP: When you tell a story about your kid, or worry about what they’re up to right now.

3 XP: When you scold an enemy like a naughty child, or act like a protective parent to one of your teammates.

10 XP: When you prove yourself a great parent to your child, or when you disappoint them and Christmas is ruined.

UNLOCKABLES

5 XP: **I’LL BE HOME FOR CHRISTMAS!** If you save Santa Claus, he offers heroes to transport them home so they can be there in time for Christmas morning with their loved ones.

10 XP: **JUST WHAT I ALWAYS WANTED!** Santa taps his nose and hands you a large box. When you open it the next morning, you find some new piece of gear or costume or accessory that is JUST what you needed to keep up the good fight. You may step up one power trait by +1.



THE SET-UP

While the heroes are out enjoying the festivities in New York City on December 23rd, **DOCTOR DOOM** launches his plan to announce himself as the new Santa Claus and declare Christmas cancelled. He has hired the **JESTER** (CW106), disguised as one of the many shopping mall elves, to set up a holographic projector at **THE RINK**, which will display Doom's new red-hatted figure to the entirety of Manhattan. Heroes may be at **ROCKEFELLER CENTER** with their families or friends, or they may simply be going about their business, complaining about crowds of Christmas shoppers.

As the heroes are in the area, a giant holographic figure of Doctor Doom appears in the sky, with a familiar red hat perched on his head! Proclaiming himself **SANTA DOOM**, the new Monarch of Christmas, Doom decrees that the holiday is cancelled!

ACTION: Attack at Rockefeller Center!

In the aftermath of Doom's announcement, the **TERRIFIED NEW YORKERS** begin to flee and **JESTER**, his job done, decides to cause a little extra havoc before escaping. (He may aided or replaced by **EQUINOX** at your discretion.) The **FROZEN SURFACE** of the Rink, the **GIANT CHRISTMAS TREE**, and the various **HOLIDAY DECORATIONS** are perfect targets for his mischief.

Players have lots of opportunities to do stuff here. The obvious course of action is to outright attack The Jester and stop him as quickly as possible. For the first round, however, his plan is to cause as much mischief as he can (building up the Doom Pool in the process), and they may need to rescue people or prevent property damage or things like that too. When the situation is diffused, players know what they have to do: Go to the North Pole, and stop Santa Doom.



TRANSITION: Getting to the North Pole

The heroes need to find a way to get to the North Pole. That's easier said than done, though! They can use any appropriate Specialty to create an Asset to get them there (especially those with Vehicle, Tech, or Business, though others are just as likely). When they arrive, they will still have to get through the North Pole's defenses (plus those added by Doom). These can include magical effects (especially if you have someone like Wiccan on the team to figure it out), weapons, or anything else you can imagine.

TRANSITION: Santa's Workshop

When the heroes finally arrive at the North Pole, they find a small town that looks like every stereotypical Christmas village they've ever seen. Candy-cane striped light posts, gingerbread-looking houses, everything. The only thing that seems to be missing is, well, any people (or elves or reindeer). If the players spend some time searching, they find some hidden enclaves of elves, and maybe even a few of the reindeer, fomenting an underground resistance led by the red-nosed Rudolph himself. The elves or reindeer are able to give them directions through various secret passages leading to Santa's inner sanctum/workshop, now held by Doom.



ACTION: Confronting Doom!

When the heroes finally get inside the inner sanctum of Santa's Workshop, they find **DOCTOR DOOM** (CW51) himself interrogating a nearly unconscious **SANTA CLAUS**, attempting to ascertain the jolly old man's secret of temporal control.

Doom knows meddlesome heroes would eventually come for him, and he is well prepared. Many of the **NUTCRACKER STATUES** around the room are secretly a horde of the **MECHANICAL MINIONS OF DOOM**, festively disguised! You may spend a die from the Doom Pool to have Doom's minions attack the heroes first.

The room is full of **TOYS FOR ALL THE GOOD GIRLS AND BOYS**, and, after a round of fighting, **EXCITABLE ELVES** and possibly **REINDEER REBELS** start appearing from everywhere to cheer on or assist their liberators.

Doom fights the heroes to the best of his abilities, constantly telling them about his superior intellect and strength and good looks. Doom's weakness, however, is that he is lonely on Christmas. He could surely force himself upon any family in Latveria, but he has no one to spend the holiday with, or to give him real, meaningful gifts. When Doom is defeated, especially if it's because of Emotional Stress, his resolve finally breaks and he admits that he just wanted to take over Christmas so everyone in the world would like him for a change. Whatever the heroes decide to do, Santa thanks them for their help and says he will take care of the situation. (His intention: To let Doom remain Santa Doom for one night, and assist him in spreading Christmas cheer, especially in Latveria).



CONCLUSION: Christmas Morning

After their fight with Doom, your heroes make it home just in time for Christmas morning. Maybe they even got Santa to send them home with a little of his nose-twitching magic. Heroes can celebrate together, or you can have each of them do a “wrap-up montage” about how their character is celebrating the holiday. Merry Christmas to all, and to all a good night!



