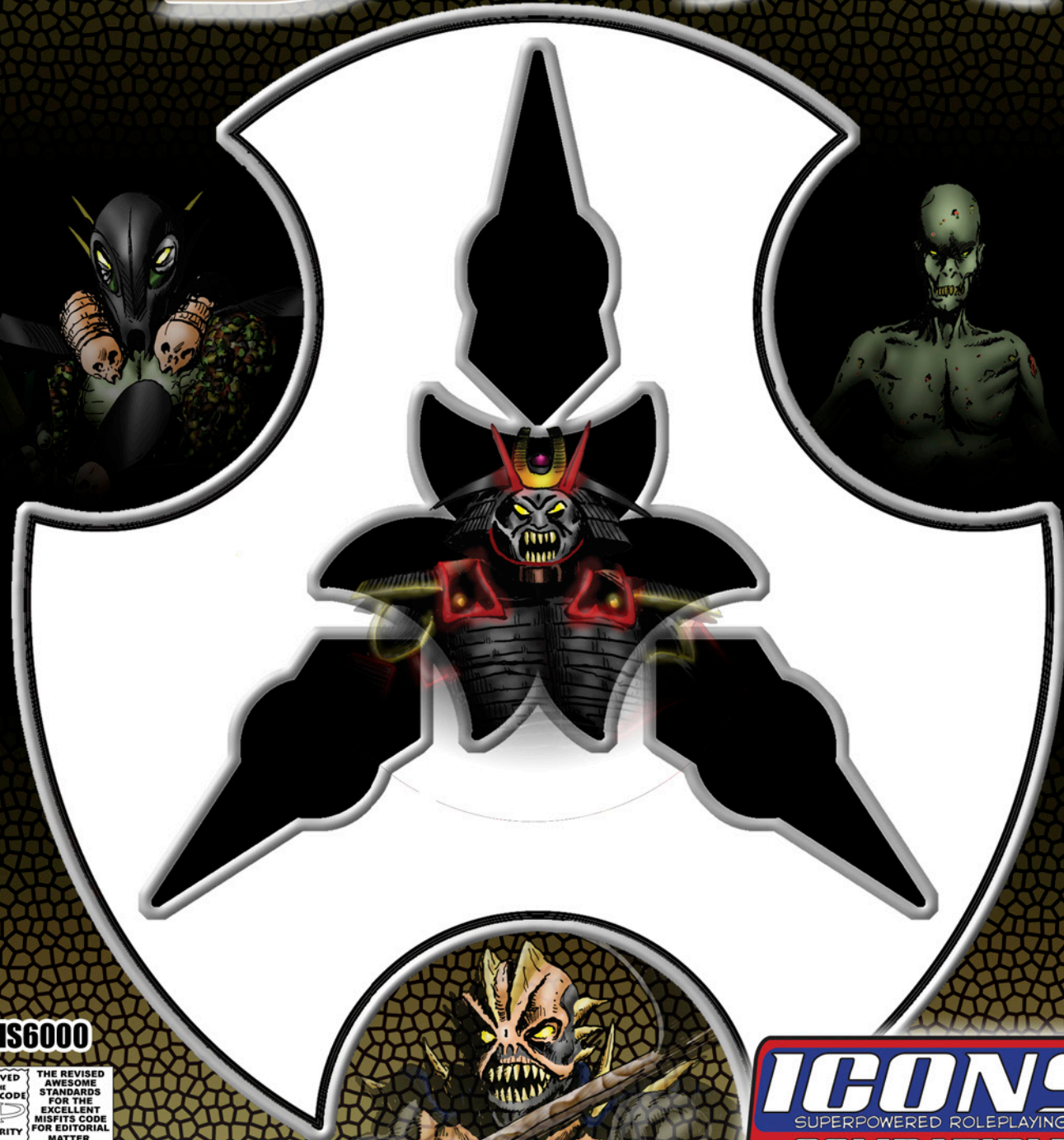




DOOM

#1 **STEVEN TRUSTRUM**



MIS6000

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Introduction

This work is the first conversion of Misfit Studios' popular supers products into the ICONS role-playing game system. Because ICONS is thematically and mechanically radically different from the game systems the DOOM sourcebook has otherwise been published under, owners of more than one version of DOOM will notice significant differences between them. This is an unavoidable aspect of converting content between game systems, but we hope you will enjoy the final result, realizing these modifications don't weaken the content, but rather bring it more into line with what is expected of each game system.

That being said, everyone who worked on the project hopes you enjoy the results.

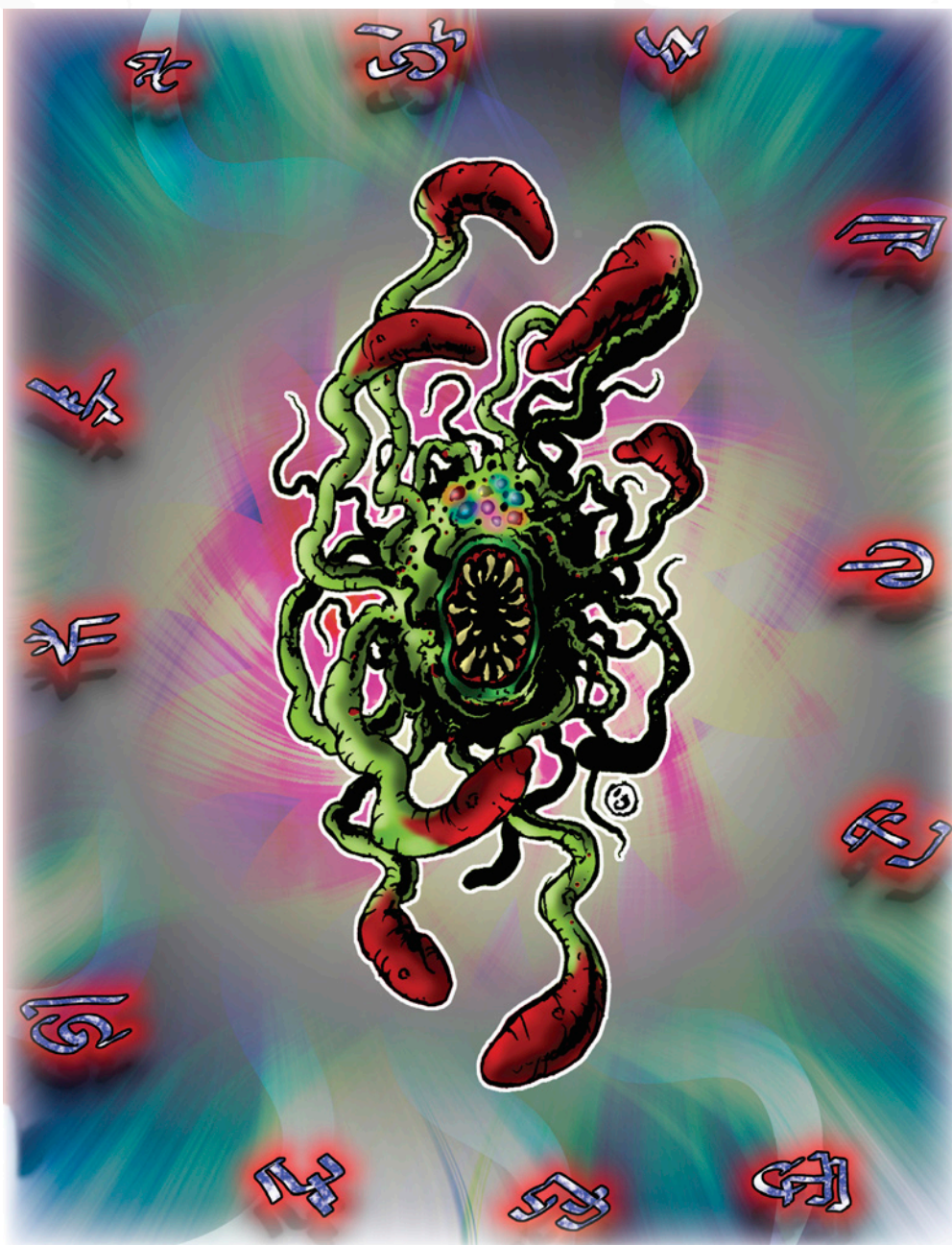
1. WHAT IS DOOM?

Rare evidence exists that DOOM was created from several disparate secret societies that united in the early 1940s for the sake of their shared interests and a common good. A few of these mysterious brotherhoods could trace their origin back hundreds (and in some cases, thousands) of years, leading many law enforcement agencies to wonder why they had only recently (relatively speaking) joined in collaboration instead of doing so years earlier.

Was there a reason that had remained hidden prior to the '40s or was the unification a matter of circumstance and undetermined timing? Only the varied societies' leaders at the moment of unification could say for sure (which they did not), but unite the brotherhoods did—to the world's horror and regret. For you see, DOOM is not a group of old men sitting around a fireplace, sipping brandy and smoking fine cigars while trading secret handshakes and telling stories about the "good ol' days." No, they are not this at all.

DOOM is something born of pure evil.

A dreadful organization bent on conquering or destroying the world (depending upon the current plan and how the ruling council's politics stands at any given moment), DOOM prefers to work behind the scenes and in the dark, pushing humanity to the brink of destruction. Whether scouring lost civilizations and remote locales for forgotten spells, releasing and enslaving imprisoned cosmic entities, or unearthing forbidden artifacts of dangerous arcane might, DOOM employs its considerable mundane and mystic resources with no care for the innocent (and, indeed, nor for its own members in most cases.) Such are the depraved depths their black insanity sinks to, sometimes the deaths resulting from such a lack of concern are even used as sacrificial offerings to further DOOM's purposes.



DOOM is a sinful amalgamation of foul ideals and dark, arcane religions that predate human history. Each of the original secret societies believed in—and offered up worship to—deific beings of shadowy power and diabolic purposes with the hopes of reviving them and functioning as their earthly representatives. The forefathers of today's DOOM believed these dark powers came from a distant world or alternate dimension (depending upon the specific secret society) who came to Earth thousands of years before recorded history, bringing magic to the world even as they brought its people to heel. Although

The Lost Ones

The Lost Ones are entities of unimagined power, and their nature is so alien to human perception that to be in their presence is to invite madness. Despite the collective title of “Lost Ones,” however, each of these deific beings is as different from the next as two snowflakes, just as their purpose, methods, and desires are unfathomable and varied. What they do share is an utterly alien consciousness that can only ever ultimately allow these nigh-omnipotent beings to be characterized as evil. This is why each has long since been locked away, held apart from reality, for the sake of all things not them.

Although the means and locations of their prisons have been lost through the eons, each jail (if such a term can be held sufficient to describe the sort of power and construct needed to restrain these beings) is different. One amongst the Lost Ones has been imprisoned in voids of nothingness that exists between the worlds of matter and energy, for instance, while another has been locked in impenetrable sleep amongst horrifying cities deep beneath the waves, and yet another is now trapped in dimensions of chaos and anarchy, where the lines between reality and imagination collide and merge, thus preventing the Lost One from grasping on to any sense of existence that would allow it to break free. DOOM (and others) has long toiled to find these prisons in order to set their inhabitants free. Such seekers believe any Lost One so freed will bestow upon them unimaginable power by way of thanks, not realizing such mortal concepts as gratitude are beyond the boundless ken of these cosmic entities.

In game terms, the Lost Ones should be seen as plot tools and so no game statistics are provided for them. Were such a being ever encountered in combat, the immeasurable power they wield could sniff out even the strongest life like a candle’s flame before a most powerful hurricane one could imagine. Should the Gamemaster decide to introduce a Lost One in some manner of weakened state, the being would still be incredibly powerful—an Epsilon-level threat at least, but most likely an Omega-level concern.

the specific names for these beings have varied from story to story and one secret society to another, DOOM has come to collectively refer to them as the “Lost Ones,” a name that rings familiar to many races throughout the universe and even other dimensions of reality.

The booming rise of the super-hero (and yes, the super-villain as well) after World War II forced the infant DOOM to rethink some of their plans, while simultaneously opening wide many new opportunities before them. Several of the proliferating do-gooders—during the so-called “Golden Age” of super-heroes, in particular—seemed to gain their powers from arcane artifacts or at the behest of a Higher Power championing the cause of good. These magical artifacts and gifted abilities instantly caught DOOM’s attention, leading them to plot ways of depriving the heroes of their mystical boons. Obviously, this would be no small task. In the mid ‘50s, DOOM decided to form a team

of specialists for dealing with superheroes, recruiting (or creating) super-villains loyal to the Lost Ones if not always to DOOM. Thus were the Doomsayers born.

While the sorcerers and likewise mystically inclined of the amalgamated brotherhood of DOOM seek out lost lore and items of power, the more mediocre followers put themselves to the task of readying the world for the (as DOOM sees it, inevitable) reawakening and return of the Lost Ones to power. Such preparations include gathering sacrifices for the magicians to fuel their great spells, readying sites of eldritch power for dark rites, converting people to their cause, sowing civil unrest (chaos serves the will of the Lost Ones), ensuring the continuation and proliferation of the organization’s lines of financial and logistic support, and sometimes even selling their souls to their dark masters’ representatives.