DOOM ®

ASSAULT ON ARMAROS STATION

OF DICE AND DEMONS

> *"None could stand before the horde but the DOOM Slayer. Despair spread before him like a plague, striking fear into the shadow-dwellers, driving them to deeper and darker pits..."*
>
> *From UAC REPORT FILE ZPHVM41A*

What happens when you mix the latest installment of the most beloved franchise in FPS history with the storytelling possibilities of a tabletop RPG? Pure Argent Energy magic.

Whether you're here because you were entertained by the slapstick carnage of *Critical Role's DOOM Eternal One-Shot* or simply because you're a die-hard *DOOM* enthusiast, this action-packed supplement for the world's oldest roleplaying game is made for you. Within these pages, you'll find all of the narrative tools you'll need for a few sessions of your own tabletop escapades featuring humanity's never-ending battle against the forces of evil.

"DOOM Eternal: Assault on Armaros Station" is a 5e-compatible adventure set in Bethesda's and id Software's *DOOM Eternal* universe, designed for 4 players and a Game Master (GM). Each player will take on the role of a champion demon of Hell, choosing from one of five pre-generated characters before engaging in a co-operative, high-octane inter-dimensional assault against one of Earth's most valuable military assets: Lead Director of the Armored Response Coalition (ARC), the cybertronic Dr. Samuel Hayden himself.

SPOILER WARNING

For Game Masters and players forging ahead who haven't played *DOOM Eternal* just yet, this module contains mild spoilers of the single-player campaign.

If you plan on playing this adventure supplement as one of Deag Grav's demonic champions of Hell, you may want to stop reading right now to allow yourself to experience the story from a fresh, unspoiled perspective.

This game is a bit unconventional from other D&D games in the sense that the players cannot 'win' the scenario. Once players encounter Dr. Samuel Hayden, and the DOOM Slayer arrives, there will be several opportunities for players to resolve the scenario, however the legendary DOOM Slayer cannot be killed. In fact, the most common outcome for the demons is to be killed (their only goal is to complete their mission).

RUNNING THIS ADVENTURE

Much of the information that follows is important for the Game Master (and the Game Master alone). The time for players to discover these details is during the course of actual gameplay. If you have some time to kill, we suggest whetting your appetite with a few rounds of BATTLEMODE or a jaunt through the *DOOM Eternal* single-player Campaign while your Game Master prepares.

However, if you plan to run this adventure for a group of friends as the Game Master, we're happy to tell you quite definitively: there's no right or wrong way to play a roleplaying game. Always be mindful of the personal comfort levels of every player in your group (respect for indi-

vidual boundaries is of the utmost importance, as DOOM tends to get bloody quite quickly). Furthermore, feel free to make this story your own. You'll want to read through the supplement a few times to familiarize yourself with all the details, including the character sheets and appendices, but take as much or as little inspiration from the Critical Role broadcast as you'd like — no two RPG tables or sessions are the same. Challenge yourself to take a few creative chances and you might be pleasantly surprised with your results.

Of course, there's nothing stopping you from splicing this material into another home game or from building out a brand new campaign of your own. To help you out, we've even provided a few plot hooks and basic scenarios to keep your *DOOM Eternal* adventures going well after your first trip to Armaros.

A MEETING WITH DAEG GRAV

Players will begin the scenario meeting DAEG GRAV, a Infernal Bishop of Hell — and a being far beyond the power of the players. He will be providing the catalyst for adventure to the chosen demons (the players). After they have done so, they'll travel to Amorous Station to begin their journey. Once you are ready to begin the session, read or paraphrase the following aloud to your players:

*In the year 2095, the **Union Aerospace Corporation** conducted a geological survey of Mars, discovering a strange and unique phenomenon known as the "Argent Fracture", a cosmic rift to a dimension dominated by vicious demons. This dimension could only be described as 'Hell', especially when confronted by the tormented souls of so many inside of its bizarre landscape. Under the leadership of **Dr. Samuel Hayden**, the UAC developed exotic technologies based on ancient artifacts from the infernal dimension. They learned to harness and extract what they called "argent energy." The UAC grew powerful, supplying Earth and humanity with a new, rich form of energy for over 50 years... albeit while obfuscating the source.*

*Over time, the fiendish influence of Hell corrupted the personnel of the UAC, forming a demon-worshipping cult within the corporation that rose and broke open the very gates of Hell, unleashing the demonic hordes upon the Mars facility. All was lost, until an ancient warrior, known by the demons of Hell as the **DOOM Slayer**, broke free from his chains. The Slayer, an unstoppable force of wrath, tore through the invading hordes, ended the reign of the cult leader, and sealed the portal to Hell using an ancient energy weapon known as The Crucible, stopping the invasion. Hayden, believing society's reliance on argent energy too important, and unwilling to end his research, stole the Crucible, banished the DOOM Slayer from the Earthly realm, and continued to harvest argent energy using The Crucible weapon. Hayden's desire to exploit argent energy came at an apocalyptic cost.*

*The forces of Hell could not be stopped. A mass invasion of Earth by demons brought humanity to its knees. Much of the surface lays burning and poisoned as the landscape twists to the presence of Hell's armies. Hulking demons roam and hunt the ruins, dragging whomever they find to their screaming end. The few survivors who resist the invasion formed **ARC**, a resistance military helmed by the now-humbled Dr. Hayden himself. Using argent technology to fight the hordes head-on, they mount up in exo-suits and battle mechs to wade into a losing battle.*

YOU, however, relish in this destruction, as you each are champion demons of the army of Hell. Brutal, violent engines of destruction who helped slaughter the remnants of the Night Sentinels of Argent and claim their realm as your own.

*Now - with the dominion of Earth nigh - you've been summoned to an audience with the Infernal Bishop, **Daeg Grav**. As you climb the cracked, obsidian steps of the Blood Temple, you gather your senses and patiently foster your bloodlust...*

At this point, ask your players to describe their characters to each other — their appearances, their special abilities, and (perhaps most importantly) their desire to fulfill the expectations of the Infernal Bishop Daeg Grav.

THE INFERNAL BISHOP

Deag Grav remains the most powerful of the Hell Priests amongst the people of Argent D'Nur, a ruined world that has been entirely conquered and absorbed into the Hell dimension. Despite the corruption of this "lost realm", the Infernal Bishop frequently visits his ancient homeworld to lord over its populace. Arrogant and pompous, Grav calls for blood-sport in the Arena to entertain the fallen citizens of Sentinel Prime; and since the demonic invasion of Earth began, he has operated on the planet's surface along with his fellow Hell Priests — Daeg Ranak and Daeg Nilox — to direct Hell's demonic forces towards victory. The demons are instruments of Deag Grav's insidious will, and suffer no fools lightly.

HELL PRIESTS

Hell Priests are the three former High Priests of the order of Deag who commanded Hell's forces on Earth.

THE BLOOD TEMPLE

Blood Temples are the infernal sanctums of the Blood Priests and their demonic legions, where the blackened souls of the doomed dwell beneath obsidian pillars of nightmare and awe.

Once players have sufficiently introduced themselves and learned more about their fellow demons, read the next section outloud:

> *The Blood Temples of Earth serve as command centers for the current invasion against humanity. Here, the corruption of the Umbral Planes is undeniable — fire licks the scorched earth, powerful demons lurk without fear, and red lightning rips through the oppressive clouds of a rust-colored sky.*
>
> *A cloaked figure towers above you at the apex of the Temple stair, shrouded in shadow. Its voice quakes around you, sourceless and terrifying. Hunched over a long staff, his withered face peers from beneath a hood, eyes burning like coals above a twisted grin. You immediately sense this presence as Deag Grav, the Infernal Bishop.*
>
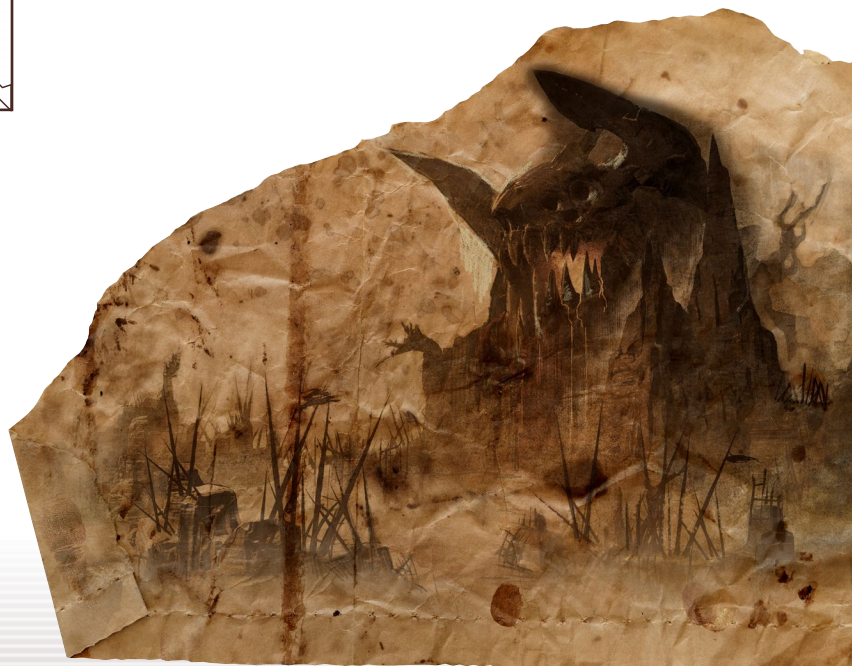> *"You are here, good. I have need of you."*

Deag Grav offers the characters some important details about their impending mission, along with a few sadistic inspirations befitting a Hell Priest of such ill repute. Ultimately, he orders them to seek out and destroy Dr. Samuel Hayden at Earth's Armaros Station in order to sever the last hope humanity has of defeating the demonic threat.

If the demons attempt to defy Daeg Grav, he can remind them of their position as instruments of his divine will and how he can easily take away the ability to satiate their bloodlust. Or he may simply cast them into the fires of Hell to suffer eternally... but where's the fun in that?

Here are conversation points that Daeg Grav should address during his oration to the demons:

- **What is the status of the invasion?** Their world burns, the smoke... roiling banners of imminent victory.

- **Why are we here?** As their flesh roils, their bones clatter, some still cling to defiant acts of arrogant futility. They still have hope.

- **What do you need?** The one known as Samuel Hayden, the one who claimed the Crucible, now works against us. He hides within an earthly military base, one that could not avoid our sight. We believe here... he toys with argent power, and has come to create a weapon of mild concern.
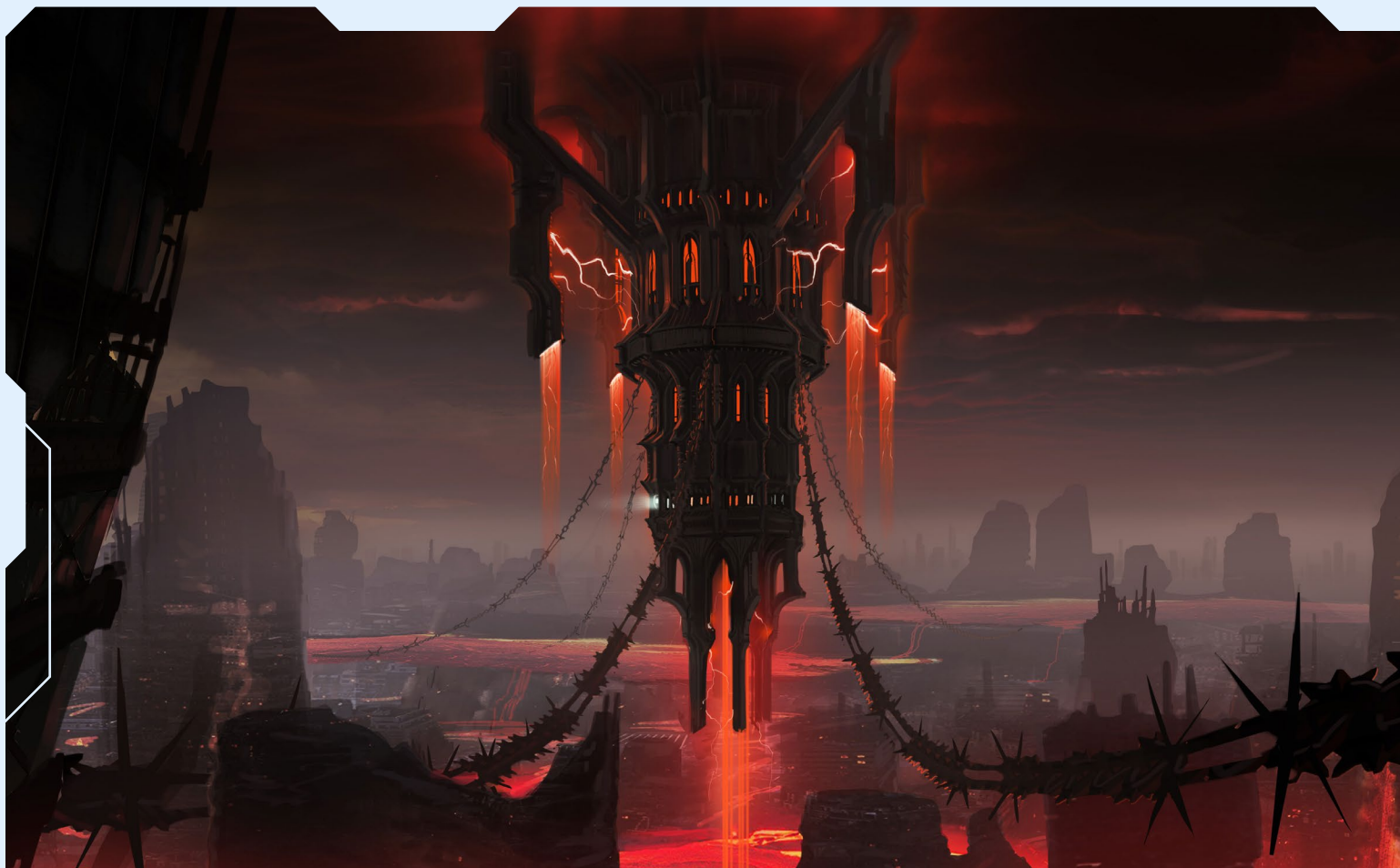
- **Why us?** I know enough to not give into hubris and underestimate the intellect of Dr. Hayden. I have selected you, proven instruments of Hell, to claw your way into this place... kill what gets in your way, take what is useful, scrounge for information about this "weapon", destroy it, and end Dr. Samuel Hayden.

- **What's in it for us?** Blood, Death, Pain, and Release — do demons desire nothing less?

- **What's the plan?** Our hordes now assail the perimeter to draw their resources, while you are to strike directly and with absolute brutality.

Once players have gathered enough information (or if the discourse has obviously run its course), Daeg Grav speaks again:

> *"Do not fail me. Go forth."*
>
> *You watch as Daeg Grav lifts his arm in a foreboding arcane gesture. A portal tears open, revealing a red-orange skyline filled with blackened smoke above a cracked and broken earth.*

Pending their final goodbyes to the Infernal Bishop, there is only one logical course of action for the players -- traverse the portal and assault Armaros Station with every ounce of their demonic cunning and might.

ARMAROS STATION

The ARC facility known as Armaros Station is a classified military outpost specializing in defensive development and research, including the production of Argent Plasma and Dr. Samuel Hayden's Argent Hammer device. The small terrestrial station boasts a modest garrison of ARC Marines and Mechs who serve as Earth's most intrepid defenders in the face of the fateful encounter at hand.

As you charge through the infernal portal, your massive, dangerous, murderous demon forms touch down on broken earth. You emerge at the base of a massive mesa, the red rock climbing high into the nightmarish, smoke-choked orange sky. Here, you can see the distant, twisted remnants of a city under siege, flashes of gunfire and explosions in the distance. A loud BOOM rocks the air, and you look behind to see a major battle that is ensuing less than a mile from you. You've arrived right behind enemy lines, unnoticed... so far.

At the base of this mesa, a rust-colored metal door stands 20-feet wide and 10 feet tall. Above it, two large turrets fire heavy artillery towards the distant skirmishes overhead. BOOM! BOOM! You assume this is the entrance to the base.

Unless otherwise stated, the interior walls of Armaros Station are 20 feet high and made of a heavy synthetic alloy that is resistant to acid and immune to all other damage types. The floors of the compound are tiled with a mosaic of steel grates and shallow maintenance hatches. And the harsh, low-key glare of the station's sparse lighting does very little to diminish the facility's uninviting aura of dread.

The station's 10-foot-wide, 8-foot-high interior doors are locked (unless otherwise stated), and can be unlocked with an Armaros Station keycard. These keycards correspond to swipe-able panels located next to each door. Additionally, each door has **50 hp** and can be forced open with either a successful **DC 20** Strength (Athletics) check. See Area 1 (Loading Bay) for more information on how to begin the encounter just outside of the station.

RED ALERT

If Armaros Station is placed on high alert during the party's infiltration, klaxons will blare, the ARC personnel will all be notified, and heavy duty blast doors will fall into place inside the Main Hub leading to the Armory and Exo-Hanger Bay as well as the Flammable Materials Storage. Curiously, the corridors leading to the Argent Hammer Development Bay (Area 14) remain open, as if inviting the characters closer towards their fateful encounter with Dr. Hayden.

The blast doors have **50 hp**, but have resistance to acid damage and are immune to all other types of damage. Any character who succeeds on a **DC 18** Intelligence (Investigation) check is able to identify these details.
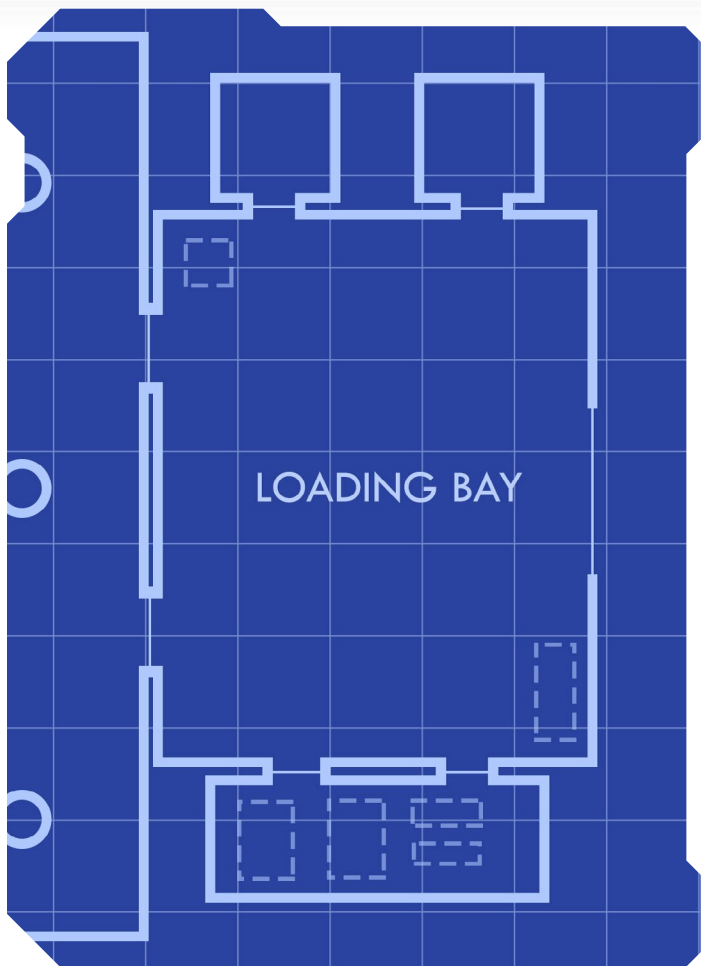
MAP OF ARMAROS

What follows are descriptions of each area in Armaros Station, along with specific details on the various enemies, hazards, and supplies the characters will encounter.

— ARMAROS STATION —

CLASSIFIED

CREW QUARTERS

ARGENT PLASMA GENERATORS

FLAMMABLE MATERIALS STORAGE

ARMORY

TOXIC MATERIAL STORAGE

MEDICAL BAY

COMMS CENTER

T-P RELAY TERMINAL

ARGENT PLASMA GENERATORS

AUXILIARY STORAGE

ARGENT PLASMA GENERATORS

AUXILIARY STORAGE

ARC FACILITY
"ARMAROS"

MAIN HALL

LOADING BAY

Location: --CLASSIFIED--
Facility Director: Dr. Samuel Hayden
- Argent Plasma Production
- ARC Defense Development
- Teleportation Relay Terminal
---CLASSIFIED---
---CLASSIFIED---

EXO-HANGAR BAY

LOADING BAY

1. Loading Bay

The thick loading bay doors that provide access to the semi-subterranean Armaros Station are securely locked, a detail that is easily recognized should the players attempt to open them. This barrier is highly resistant to damage, and any attempts to destroy the doors themselves are relatively futile.

Any character who succeeds on a **DC 10** Perception check recognizes a small collection of wires protruding from the rocky apex of the door structure, which seem to provide power to several smaller locking mechanisms along the seam of the door.

The Easy Way. If the characters deal at least 10 damage by targeting the wires with melee or ranged attacks, the power to the locking mechanisms will be severed, the doors will open, and the characters can enter Armaros Station. Alternatively, any character who succeeds on a **DC 15** Intelligence check is able to override the locking mechanisms by splicing the wires; if the party infiltrates Armaros Station in this manner, they have advantage on Dexterity (Stealth) checks made to sneak into the loading bay area.

The Hard Way. If the characters attempt to destroy the nigh-indestructible loading bay doors instead of severing the power, the two ARC marines inside (see below) will wait for reinforcements from the Main Hall before opening the doors 1d3+1 minutes later to engage the demons at the threshold.

If the characters manage to bypass the loading bay door's defenses, read the following aloud:

> *A blaze of sparks goes flying as wires and cables flail about, the power fades, and the heavy doors slide open with well oiled precision.*
>
> *You step into what looks like some sort of loading bay. Metallic pillars flank both sides of the room, which is lined with an assortment of titanium crates full of artillery shells — munitions for the turrets above. Three station workers dressed in ARC uniforms seem to be transporting these munitions to and fro, accompanied by two armored ARC marines.*

Inside two ARC marines and three ARC workers will attack them upon noticing the demons.

Loading Bay Infrastructure. If the characters take a moment to survey this area, they notice ladders leading up to a pair of catwalks approximately 25 feet high on both the left and right sides of the chamber. Each catwalk can support a single character — the platform will buckle and bend quite a bit under the heavy weight of a solitary demon, but holds. However, if more than one of the characters attempt to mount a single catwalk, it will break; any character standing on a catwalk when it breaks must succeed on a **DC 13** Dexterity (Acrobatics) check or take 2d6 points of bludgeoning damage by falling.

Development. If the characters kill the marines first, the workers will flee towards the Comms Center to alert the rest of the facility about the encroaching presence of the demonic invaders with a station-wide red alert. If Armaros Station is put on red alert, the ARC marine keycards stop functioning in an effort to isolate the intruders.

Munitions. The loading bay is perpetually stocked with an inventory of artillery shells for the exterior turrets and other needs. Roll 5d6+5 to determine how many artillery shells remain after the encounter.

Artillery shells can be detonated as the target of ranged attacks (**AC 15**) or thrown up to 30 feet (**DC 12** Strength check); any character within 15 feet of a detonated shell takes 3d6 piercing damage (**DC 12** Dexterity save for half damage), and has disadvantage on attacks and skill checks until the end of their next turn.

DESCRIBING THE BLOOD-SOAKED ACTION OF DOOM ETERNAL

DOOM Eternal presents PC and console gamers with the next leap in push-forward, first-person combat — promising the ultimate combination of speed and power. In this highly-anticipated sequel to DOOM (2016), humanity teeters on the brink of extinction as demons overrun the Earth.

Action in the DOOM universe is fast, furious, and full of beautiful gore. The protagonist of *DOOM Eternal* (and the big bad antagonist of this particular RPG module) is the DOOM Slayer, who brutally executes his demonic enemies with Glory Kills to replenish his health. When describing the actions of your players' characters, embrace the heavy-metal DOOM aesthetic by embellishing their victories with a narrative flare akin to the high-octane carnage you'll find in the video games from Bethesda.
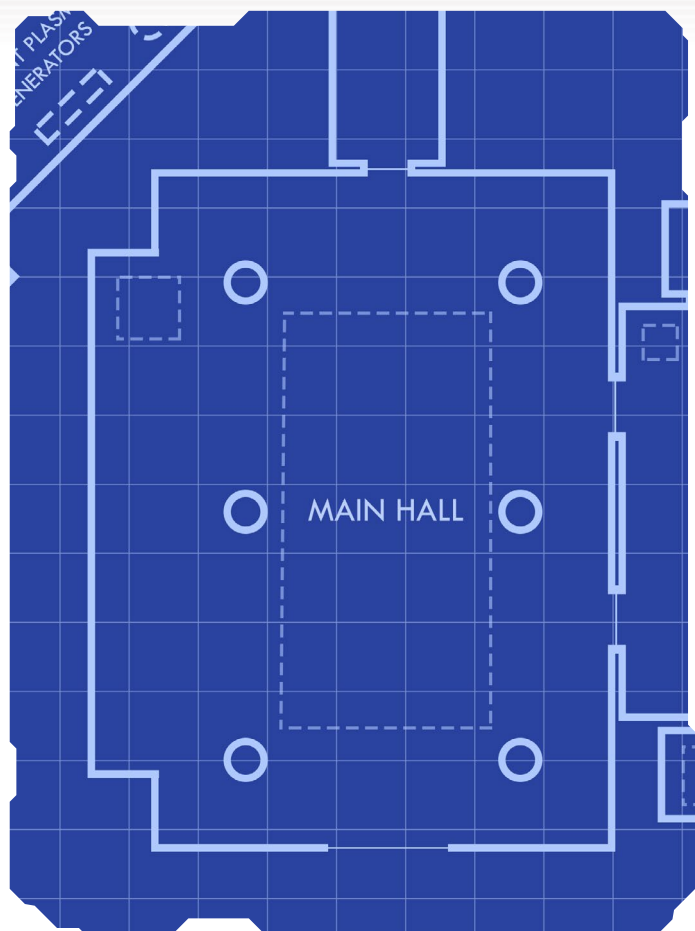
2. Main Hall

This enormous room is the main hall of Armaros Station. A large set of double doors to the south provides an alternate entrance to the facility.

> *You enter a massive rectangular chamber that appears to be the main hall of the battlement. Six large, load-bearing metallic pillars support the 50-foot-high ceiling in two rows of three, and a collection of bulky, mechanical exosuits occupies the shadows beneath.*
>
> *In the middle of the room, two ARC workers and a heavily-armored ARC marine ready their weapons to greet you. The marine barks out a muffled command as the two workers start to run towards a door to the north. Just then, the thrumming servos of a combat walker grab your attention -- and a marine piloting a 12-foot-tall battle mech emerges from the rear to aim an oversized Argent-powered plasma cannon in your general direction.*

Unless the party manages to sneak past the station personnel in The Loading Bay Area 1 (or eliminate them silently), the ARC marine commander and two ARC workers in the main hall will be ready for their arrival, along with a single ARC heavy frame battle-mech.

Development. At the start of combat, the ARC marine commander has instructed the workers to flee towards the Comms Center to the north and alert the rest of the station. Meanwhile, he and the ARC battle-mech engage the demons directly. If a worker manages to escape the Main Hall and reach the Comms Center, Armaros Station will enter a state of Red Alert in 1d3+1 rounds once they activate the alarm. Any character who succeeds on a **DC 12** Wisdom (Insight) check understands the workers' wily intentions and is filled with a sense of urgency.

Lockdown. Unlike the loading bay doors at area 1, the large double doors on the southern wall cannot be opened without a keycard. The ARC marine commander and both of the ARC workers stationed in the main hall are equipped with Armaros Station keycard.

Munitions. The main hall is stocked with building and repair materials, along with an adequate supply of artillery shells. Roll 5d6+5 to determine how many artillery shells remain after the encounter. Regrettably, the cockpit of the battle-mech is too small to allow the demons to pilot the walker themselves.
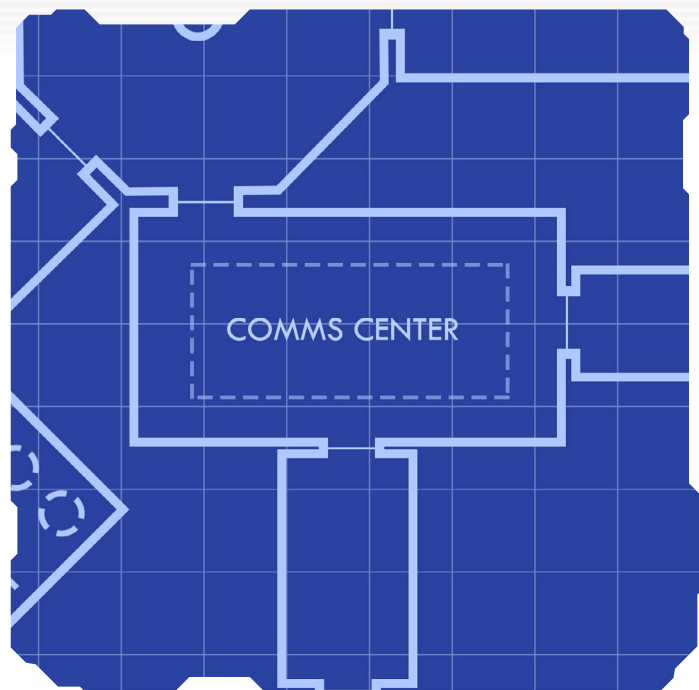
3. COMMS CENTER

> *You enter a room full of weird technology. Kiosks of computer consoles dominate this 20 by 30 foot chamber, which is adorned with the soft glow of dozens of high tech monitors. A table in the center of the room displays an illuminated map of Armaros Station; and a small, metallic tablet with a bright screen clutters its surface. Doors to the north and east lead away from here to the dimly-lit areas beyond.*

Once the characters examine the table, present them with the Map of Armaros Station (pg. 9).

The "small, metallic tablet" in question is, in fact, a datapad. Any character who uses an action to inspect the datapad and succeeds on a **DC 15** Intelligence (Investigation) check can access a short list of names and their associated Echo Recordings:

* ARC Lead Director Samuel Hayden (Echo Recording 1)

* Armaros Energy Systems Manager Franklin Bell (Echo Recording 2)

* Safety Supervisor Carl Ingberd, January 5th (Echo Recording 3)

* Safety Supervisor Carl Ingberd, January 12th (Echo Recording 4)

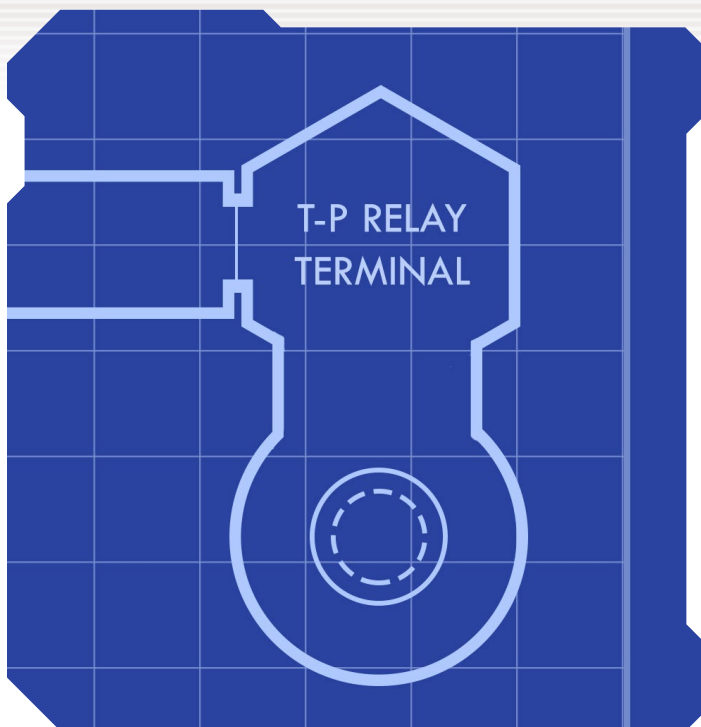* Science Officer Angela Driggs (Echo Recording 5)

Alternatively, a character can use an action to damage the datapad and play a random echo recording. Roll 1d6 to determine which of the five recordings is played (re-roll any result of 6). The datapad can only be damaged three times

like this before it breaks and no longer functions (don't worry, they'll find others). The datapad can also be used as a remote device for accessing any of the computer consoles here in the Comms Center.

Additionally, any character who uses an action to inspect the computer consoles and succeeds on a **DC 18** Intelligence (Investigation) check can access a file known as "Classified Schematics for the Argent Hammer", which provides that character with advantage on any skill checks during their encounter with Dr. Samuel Hayden in Area 14.

Development. If not dispatched, the two ARC workers from Area 2 will retreat to this room to activate a station-wide alarm. If they are successful, Armaros will be put on Red Alert (see above). If the characters want to prevent the Red Alert alarm from triggering, they must keep these workers (or other ARC personnel) from reaching the consoles or the datapad — by any means necessary.

4. TELEPORTER RELAY TERMINAL

This chamber houses the Armaros Station Teleporter Relay Terminal, a complex device that allows ARC personnel and other humanoids to travel instantaneously through space and time to a remote location.
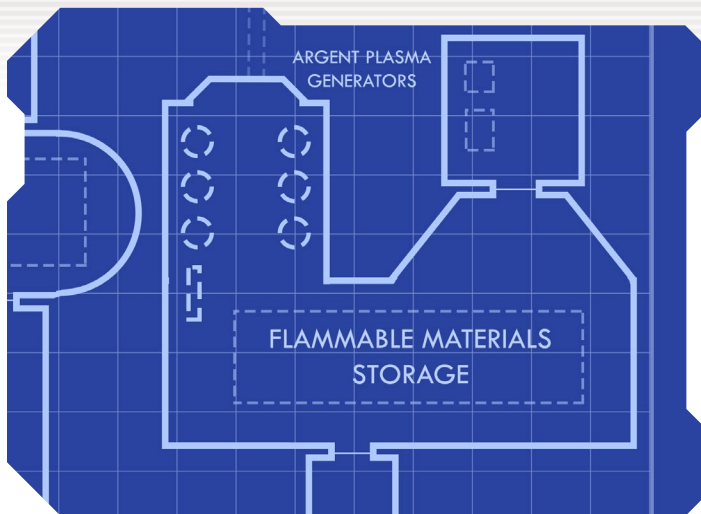
You enter an irregularly-shaped room featuring a hexagonal node to the north and spherical one to the south. A computer terminal adorns the eastern wall, where a woman dressed in a lab coat bearing ARC insignias feverishly types commands into a keypad. Another ARC worker at the southern end of the chamber tinkers with the circuitry of a large, circular contraption. This device -- embellished with arcane sigils and an array of luminous panels -- stands 10 feet high as an arch. The relief of a metallic skull with glowing red eyes decorates the apex. You recognize this clumsy human invention as an ARC teleporter.

When the characters arrive, the two ARC workers stationed in this room are performing their regularly scheduled maintenance and test protocols. If Red Alert is active, they'll be hiding behind protected blast shields against the east most wall.

The ARC Teleporter Relay itself functions as a permanent gate spell (as described in the 5e SRD), but it only allows the passage of humanoid characters. There are two direct ways for the demon characters to repurpose the Teleporter to allow their demonic physiology to pass through:

- ✦ Any character who succeeds on a **DC 15** Intelligence check at the terminal is able to digitally recalibrate the Teleporter Relay.

- ✦ Any character who succeeds on a **DC 16** Wisdom (Perception) or Intelligence (Investigation) check is able to locate the Relay Crystal in the skull. A successful **DC 12** Dexterity (Sleight of Hand) check is then required to adjust it.

Development. Of course, the demons can attempt to coerce the ARC workers into operating the Teleporter Relay for them, but willful cooperation is unlikely -- all Charisma (Intimidation) and Charisma (Persuasion) checks made to influence the ARC workers stationed here have disadvantage. If pressed for information about the portal's destination, the ARC workers reluctantly explain that it has been most recently calibrated to connect to an ARC safehouse where the Armaros Station civilian personnel and other community members reside.

ARGENT PLASMA GENERATORS

FLAMMABLE MATERIALS STORAGE

5. FLAMMABLE MATERIALS STORAGE

In addition to housing one of the station's three argent plasma generators, this room serves as a storage area for flammable materials and other hazards.

This L-shaped chamber is stocked with what appear to be large barrels of fuel, along with tall cylinders of industrial gas and other chemical compounds. In the bay to your left, a curious array of metallic rods stands next to a terminal bedecked with levers. And a smaller chamber to the northwest houses an assortment of additional containers.

A trio of ARC soldiers stand guard here as two civilians dutifully tend to their work. The marines reach for their burst rifles as all hell breaks loose.

The three ARC marines and two ARC workers stationed here will attack the characters at first sight. If escape is an option, one or more of the workers will fall back to Area 14 in an attempt to alert Hayden of the invading threat.

Hazardous Materials. This room is stocked with dozens of explosive barrels containing flamma-

ble materials. Unless they take efforts to stay clear of hazards, any character standing near a wall in this area has a 50% chance of being near an explosive fuel container. Each fuel container has **AC 10** and **5 hp**.

Once a fuel container is destroyed, each creature in a 15-foot-radius sphere centered on the container must make a Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in the area that aren't being worn or carried. There is a 50% chance that this explosion triggers another fuel container in the area to explode.

Argent Plasma Generator. This room also contains one of Armaros Station's three Plasma Generators. Please reference the full description of the Argent Plasma Generator in Area 13 for a complete explanation of how they function.

6. Crew Quarters

The seven smaller chambers here comprise an assortment of conference rooms, offices, and private quarters.
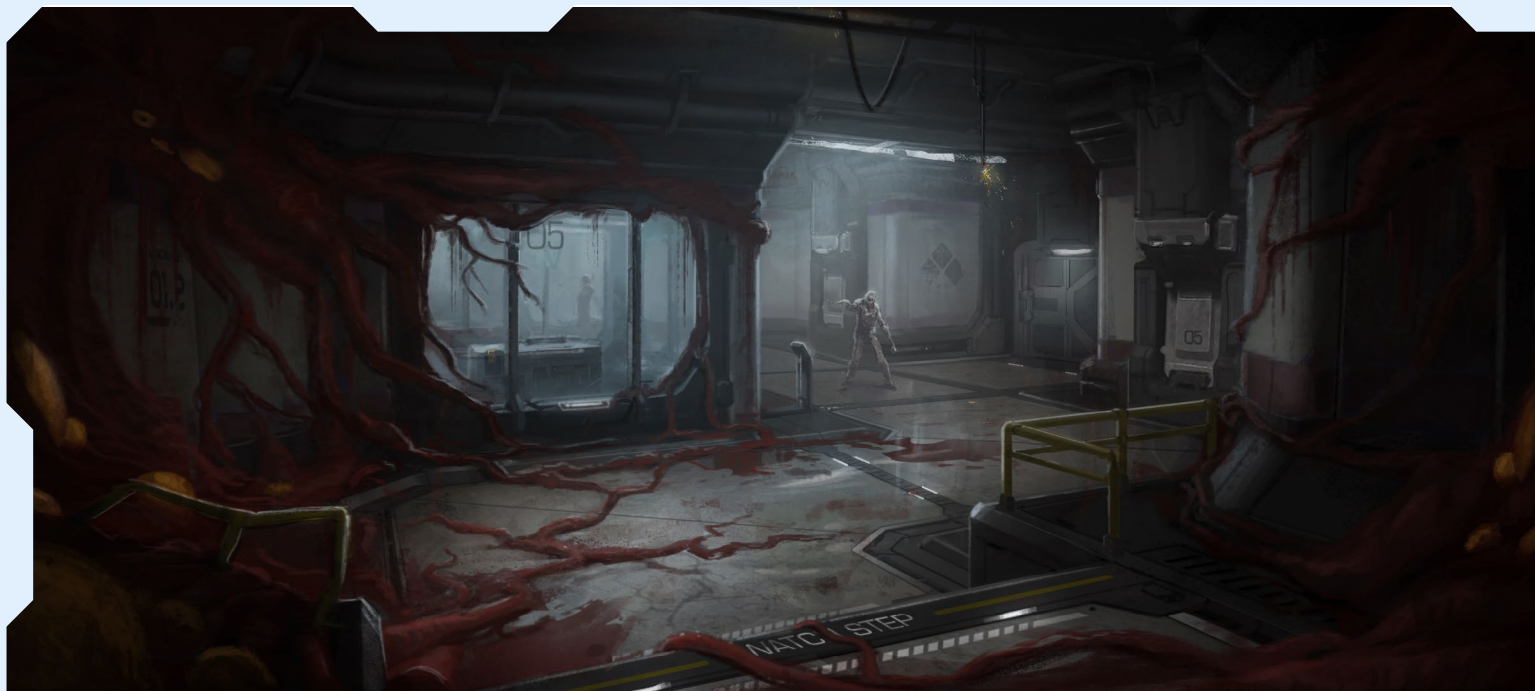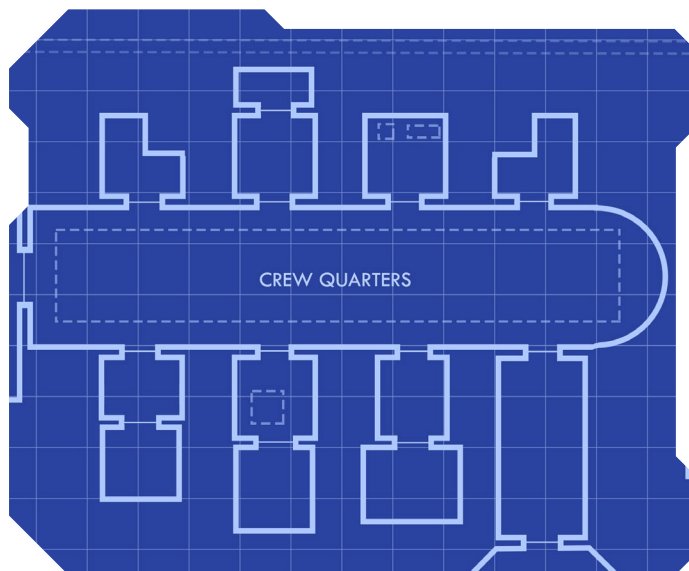
> *You navigate a long, wide hallway lined with the closed doors to seven smaller chambers — three on your left and four to your right. The area is quiet. Almost too quiet. A soft, yellow glow radiates from a doorway at the far end of the hall to the west.*
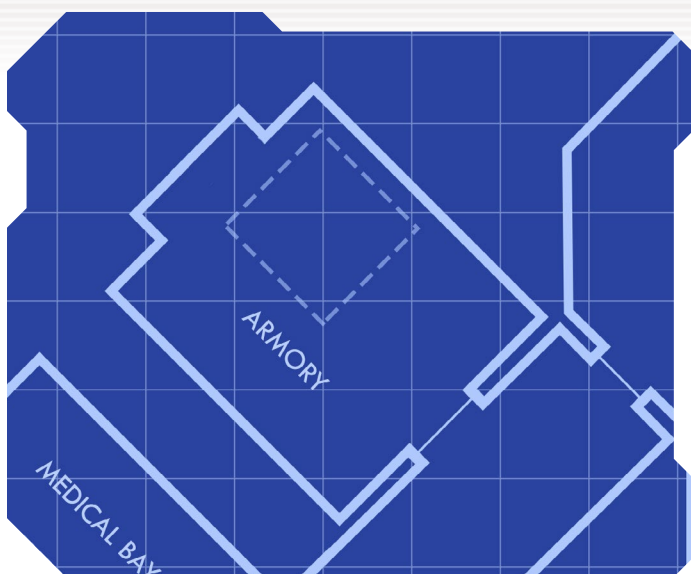
The various rooms and vestibules lining this long hallway are all but abandoned, since all of the facility's workers are dutifully helming their stations. A solitary ARC worker hides in a locker in one of the offices, frighteningly aware of his impending doom.

Here in the hallway, any character with a passive Wisdom (Perception) score of 12 or higher is able to hear the industrious sounds of Dr. Samuel Hayden and his team as they prepare their test in the Argent Hammer Development Bay at Area 14.

Supplies. Any character who searches the Crew Quarters and succeeds on a **DC 12** Wisdom (Perception) check is able to locate a datapad among the personal effects and administrative equipment stored here.

CREW QUARTERS

pentagrams. Any character who succeeds on a **DC 16** Arcana check is able to identify this demonic item and its purpose — this is a demon key, which can be used to create a Gore Nest. Once identified, the demon key can be activated following a successful **DC 16** Wisdom check.

The Gore Nest itself functions as a semi-permanent gate spell (as described in the 5e SRD), but it only allows the passage of fiendish characters and only remains open as long as one of the characters maintains Concentration within 15 feet of the demon key that spawned it. If the party manages to keep the gate open for 1d6+2 rounds, the Gore Nest will become permanent and seed Armaros Station as a new front for the invasion.

Supplies. In addition to the demon key, any character who succeeds on a **DC 13** Wisdom (Perception) check will locate two ARC adhesive grenades and one argent dampener. Any character who succeeds on a **DC 15** Intelligence (Investigation) check can identify exactly what these special weapons do. Please reference Appendix D: New Items for a complete explanation of how these items function. The weapons and ammunition here are of no use to the demons.

7. Armory

This small chamber houses armaments for the Armaros Station military personnel.

> *You open the doors to reveal a small room stocked with shelves full of ARC weapons and crates of ammunition. A ceiling-high glass cylinder on the opposite wall showcases a strange hovering object made of a luminous crimson stone — a skull-shaped idol with horns.*
>
> *A human voice breaks the silence. An ARC marine shouts "Let it rip!" as he and another soldier emerge from cover, rifles at the ready. Roll initiative!*

Two ARC marines are waiting to ambush the players in this room, and will protect the skull-shaped idol to the death. The only way for the characters to retrieve the idol is to break the glass cylinder, which will trigger a Red Alert status for the station.

Demon Key. The skull-shaped idol in the glass case swirls with bright red-orange runes and
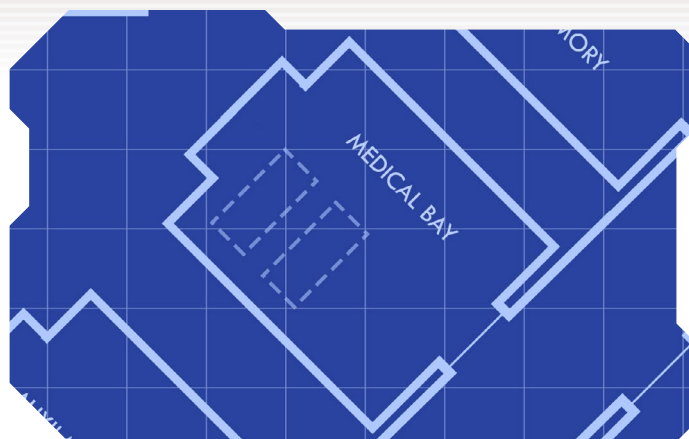
8. Medical Bay

This small room houses medical supplies crucial to the continued occupation of Armaros Station.

> *Peering into this small chamber, you spot an arrangement of human-sized beds. A couple of them, spattered in blood, look as though they've comforted some wounded warriors in weeks past. The beds are empty, save one, which cradles a cold, lifeless body.*
>
> *The rest of the room looks empty except for a few boxes and crates stacked with ARC equipment of some kind.*
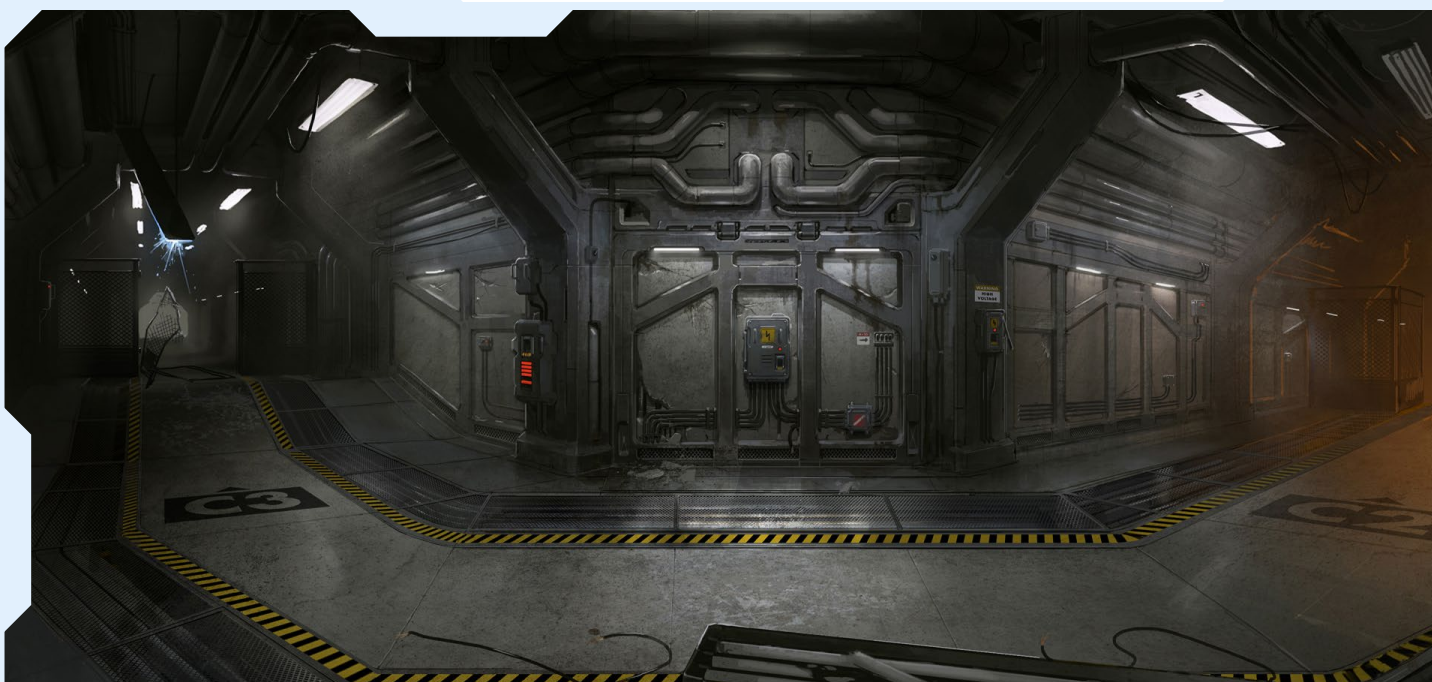
This area is operated by a single ARC worker equipped with a dapad, who will make all attempts to hide from the characters. Please reference the full description of the datapad in Area 3 (Comms Center) or Appendix D: New Items for a complete explanation of how they function.

Development. Any character who succeeds on a **DC 15** Charisma (Intimidation) or Charisma (Persuasion) check is able to coerce the ARC worker to assist them in their mission. He starts by using a stimpak to heal the most damaged character in the party. Otherwise, the ARC worker will attempt to simultaneously escape and trigger the Red Alert alarm before the characters can stop him.

Supplies. Any character who succeeds on a **DC 10** Wisdom (Perception) check is able to locate four *stimpacks* and a *medkit* among the equipment stored here.

Supplies. Any character who succeeds on a **DC 10** Wisdom (Perception) check is able to locate two argent dampeners among the equipment stored here.

10. AUXILIARY STORAGE B

This smaller chamber serves as one of Armaros Station's two dedicated storage compartments — filled with boxes of lab equipment, cleaning, and other supplies necessary to make this military base operational.

> *You survey a small, dark room that seems to be packed full of metallic crates and other containers.*

Supplies. Any character who succeeds on a **DC 10** Wisdom (Perception) check is able to locate two *stimpacks* and an adhesive grenade among the equipment stored here.
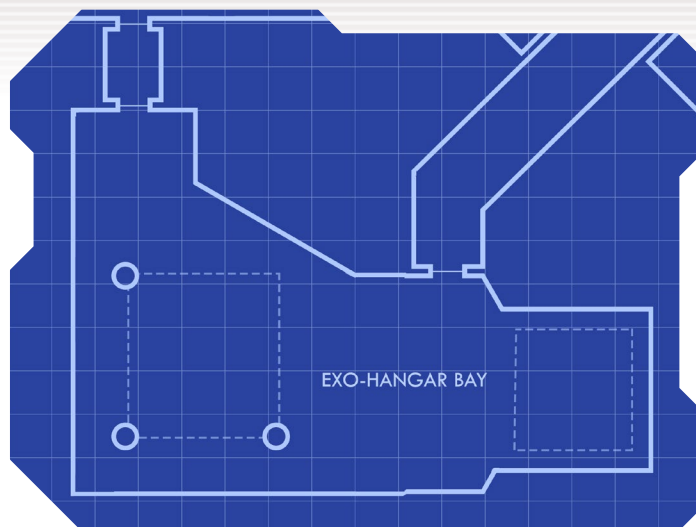
9. AUXILIARY STORAGE A

This smaller chamber serves as one of Armaros Station's two dedicated storage compartments — filled with boxes of lab equipment, cleaning, and other supplies necessary to make this military base operational.

> *You peer into a darkened room littered with metallic containers of all shapes and sizes. The chamber is silent and still, and the receptacles appear to have been hastily organized.*

11. EXO HANGAR BAY

This room serves as the storage and maintenance area for Armaros Station's arsenal of ARC mechs.

> *You skulk into a large room stocked with rows of human-sized exosuits and the massive mechanical frames of ARC combat walkers. These bulky steel juggernauts are all powered down — save for two, which you notice as they stand erect, plasma cannons at the ready. Three human soldiers armed with burst rifles rush forward beneath their feet to join the fray.*
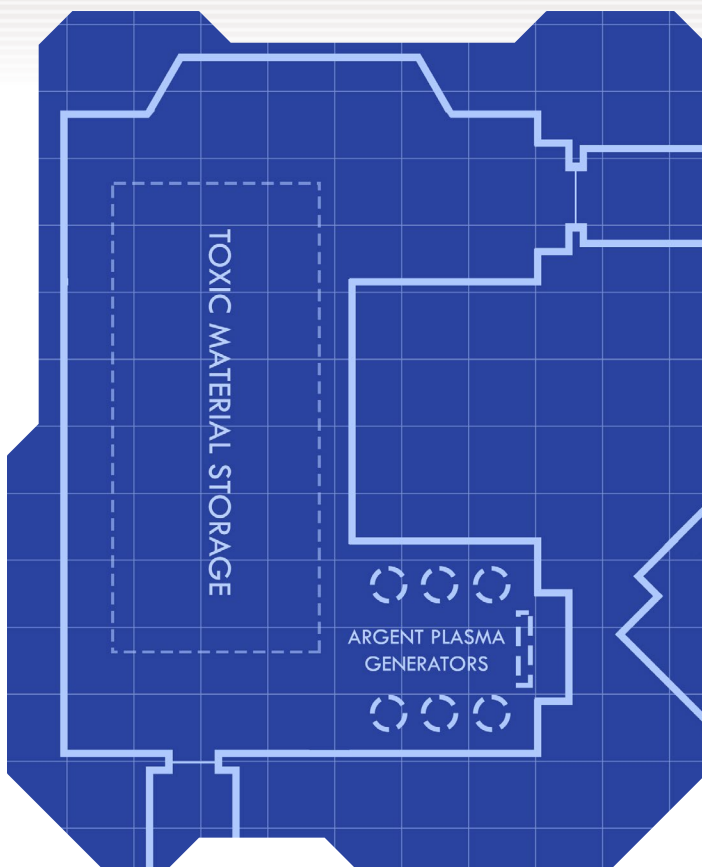
Unless the party manages to miraculously sneak past the station personnel up to this point (or eliminate them silently), the ARC marine commander and two ARC marines will be ready for their arrival, along with two ARC heavy frame battle-mechs. The ARC soldiers will readily engage the demons, routing them towards Dr. Hayden and the Argent Hammer Development Bay at Area 14.

EXO-HANGAR BAY

Supplies. Any character who succeeds on a **DC 10** Wisdom (Perception) check is able to locate two *stimpacks* and a *medkit* among the equipment and tools stored in the hangar.

See Appendix C: ARC NPCs for full stats on the battle-mechs, marines, and marine commanders.

12. TOXIC MATERIAL STORAGE

In addition to housing one of the station's three argent plasma generators, this room serves as a storage area for toxic materials and other hazards.
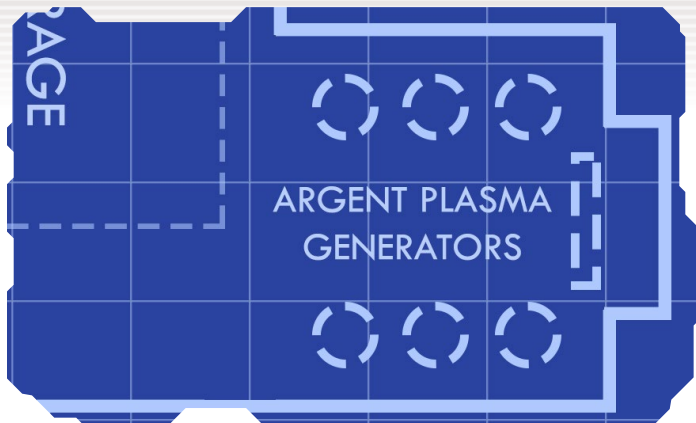
An acrid smell assaults your senses as you step into a large U-shaped chamber lined with an elevated catwalk. There, on the platforms high above, an assortment of toxic waste drums waits precariously for disposal. In a smaller bay to the south, a strange array of metallic rods are erected around a terminal topped with mechanical levers.

Toxic Materials. The platforms high above this room are stocked with dozens of volatile barrels containing poisonous waste materials. Any character who navigates the catwalks in this area has a 50% chance of being near a volatile waste container. Each waste container has **AC 10** and **5 hp**.

Once a waste container is destroyed, each creature in a 15-foot-radius sphere centered on the container must make a Dexterity saving throw. A target takes 2d6 poison damage plus 2d6 acid damage on a failed save, or half as much damage on a successful one. There is a 50% chance that this explosion triggers another waste container in the area to explode.

Infrastructure. If the characters take a moment to survey this area, they notice ladders leading up to a ring of catwalks approximately 25 feet high on all sides of the chamber. Each catwalk can support a single character — the platform will buckle and bend quite a bit under the heavy weight of a solitary demon, but holds. However, if more than one of the characters attempt to mount a single catwalk, it will break; any character standing on a catwalk when it breaks must succeed on a **DC 13** Dexterity (Acrobatics) check or take 2d6 points of bludgeoning damage by falling. Additionally, 1d4 toxic waste containers will fall as well, potentially triggering their explosion.

Argent Plasma Generator. This room also contains one of Armaros Station's three Plasma Generators. Please reference the full description of the Argent Plasma Generator in Area 13 for a complete explanation of how they function.

13. ARGENT PLASMA GENERATOR

This room contains one of the station's three argent plasma generators.

This small chamber is lined with tall metallic pillars — three each on the walls to your left and right — which are banded with massive brass rings. A kiosk terminal decorates the wall opposite the door, its surface ornamented with three large levers of various colors. The entirety of this contraption emits a low hum, and the air is heavy with the electric smell of ozone.

Argent Plasma Generator. This generator provides energy to Armaros Station utilizing the volatile power of Argent Plasma. Any character who succeeds on a **DC 15** Intelligence check is able to determine that the generator power output can be adjusted between 0 and 300 "AGs" utilizing the levers at the terminal. The generator is currently stable at 150 AGs. The three levers work as follows:
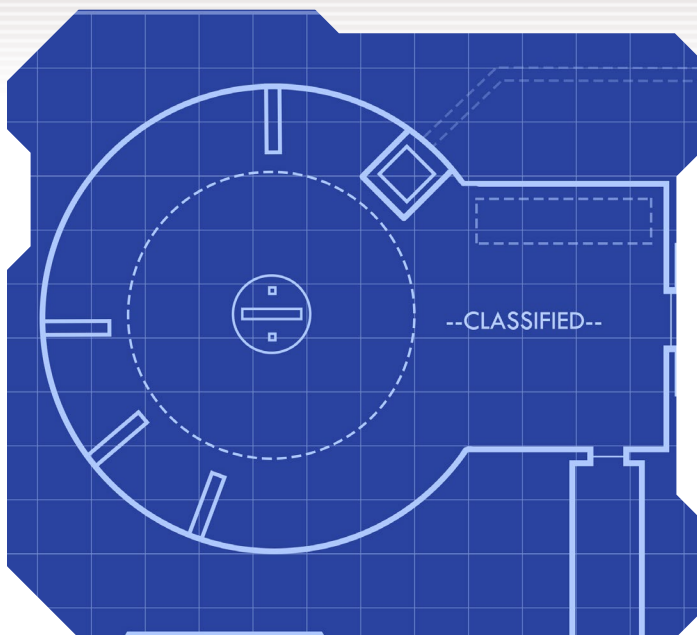
- ⊕ A striped yellow lever on the left decreases the AG level by increments of 10 and can shut down the generator if the power output is reduced below 50. Any character who reduces the AG level of the generator below 50 causes the generator to stall out and shut down.

- ⊕ A blank lever in the center increases the AG level by increments of 20 but can only raise the power output to 200 AGs.

- ⊕ A red lever on the right increases the AG level by increments of 5 and can overdrive the generator if pushed beyond the limit of 300. Any character who increases the AG level of the generator above 300 causes the generator to melt down and explode.

If the party manages to shut or melt down two of the facility's three Argent Plasma Generators, the power in Armaros Station will flicker and die. When this happens, all doors and blast doors are immediately unlocked and the Argent Hammer at Area 14 is rendered nonfunctional.

A generator subject to meltdown explodes in 4d4 rounds. Each creature within a 20-foot area surrounding the generator during a meltdown must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in the area that aren't being worn or carried. Additionally, a generator will be subject to meltdown once it has taken a total of 50 damage; ranged attacks that miss their targets in this room have a 50% chance of hitting the generator. The generator is vulnerable to acid damage, immune to fire damage, and resistant to all other types of damage.

Development. ARC marines or workers who retreat from other areas of Armaros Station may choose to fall back to this location in an effort to protect the generator and ensure that the facility is fully operational during the demonic assault.

ACCESS GRANTED

14. ARGENT HAMMER DEVELOPMENT BAY

This clandestine chamber serves as Dr. Samuel Hayden's command center, and is the research and development hub of his experimental weapon known as the Argent Hammer.

The room on your map marked "CLASSI-FIED" looms before you. Beyond the 10-foot wide doorway ahead, you see the rhythmic pulse of a faint golden glow, accompanied by the thrumming sound of heavy machinery.

As you navigate the threshold into this massive dome-shaped chamber, you can see that the pulsing radiance emanates from the top of a 6-foot high tapered pillar at the room's center. Here, a large boxy contraption housing multiple, gem-like nodes undulates atop the pillar with hypnotic amber light and a dull audible drone. It seems to be protected by a thick glass shield of some kind, which obfuscates

the electronics within. Two ARC workers dressed in lab coats stand near the device, interacting with it in elaborate ways you simply cannot understand.

Once you all enter the chamber, a blast door shuts behind you, sealing you inside. You look around to see an additional exit — also shut — as well as a semi-transparent glass vault to the north. Within the vault, you see what appears to be a humanoid figure, but the entire body is robotic: thin, gaunt limbs made of delicate machinery, and a slender robotic head boasting no features save for a single vertical aperture of blue light. This is Dr. Samuel Hayden. His wry metallic voice speaks:

"I'm Dr. Samuel Hayden. I'm the administrator of this facility. If you can understand me — if my words are penetrating into the undulating soup inside your skulls that passes for brains — leave now, before I bring the full power of the Argent Hammer down upon you."

Of course, Dr. Samuel Hayden has no real intention of allowing the characters to escape. And the two ARC workers who feverishly operate the Argent Hammer's control panel show no signs of slowing their preparations. The glass-like vault encasing Hayden is virtually indestructible, and utilizes the same stats as the Red Alert blast doors.

Any character who possesses a passive Wisdom (Perception) score of 12 or more is able to notice that the gold, palpitating glow of the Argent Hammer is growing slightly quicker with each successive pulse. Once the characters have had a moment to parley with Dr. Hayden, he issues his edict:

> *"I will let you leave… this earthly plane. You will soon cease to exist. Goodbye."*
>
> *Hayden lifts a hand to the console before him and presses a luminous red button. Three heavy metallic tubes spiral down from the ceiling to connect with the box-like contraption on the pillar, which begins to radiate with the warm glow of Argent Energy. The whole chamber throbs with a dull vibration that begins to grow in intensity, keeping pace with the steady surge of brilliant amber light.*

The Final Countdown. At this point, the characters have a total of 5 minutes before the Argent Hammer activates, during which they can attempt to disable the device itself. There are two ways to disable the device. Characters can either:

- Destroy all three of the Argent Energy Feeding Tubes. Each tube has **40 hp** and an **AC 20**. Any character who succeeds on a **DC 13** Perception check notices that the Feeding Tubes seem less armored than the rest of the device.

- Succeed on a Skill Challenge, dependent on acquiring 3 successes before 2 failures. Step 1: **DC 20** Wisdom (Perception) check, Step 2: **DC 18** Intelligence (Investigation) check, Step 3: **DC 20** Dexterity (Sleight of Hand) check.

As the characters assault the Argent Hammer, Dr. Hayden will do his best to shake their resolve with his special brand of sardonic wit. Here are just a few examples of his venomous banter:

- If the demons attack Hayden's impenetrable vault: "Save your ammunition."

- If time passes without PC action: "One, two, three, four. This is counting. If you understand this concept, use it to add up your final moments of existence."

- If the demons make progress: "Interesting, you've made me feel something I haven't felt in a long time: pity."

- If a demon attacks the Feeding Tubes: "I will use that weapon as I dissect you, demon."

- If the demon's taunt Hayden: "You're dealing with humor. How nice. You will be easy to kill."

- During the final moments of the countdown: "Fascinating, I'm excited."

The Hammer Drops. If the characters do not manage to disable the Argent Hammer before 5 minutes have passed, the device will activate. If the Argent Hammer activates, all demons (including characters and their summoned

NPCs) have disadvantage on all attacks, saving throws, and skill checks for the remainder of the encounter at Armaros Station. Additionally, any character located in Area 14 during the test detonation must succeed on a **DC 15** Dexterity saving throw or take 2d8 points of bludgeoning damage.

After the 5 minutes are up, Hayden speaks again about his unwillingness to fail. If the test was successful, read the following aloud to your players:

> *The last bit of Argent Energy pulses through the conduit, and for a brief moment time slows to a slight crawl. In a blinding flash, the device fills the chamber with a dazzling golden light, and you feel the burning scald of Argent Energy soak your demonic flesh in caustic pain. It feels like you've been pummeled on a molecular level.*
>
> *You're still alive, but your whole body is in pain. Exhausted, seeping pain. Your own viscera and gore leak from every orifice and wound of your ravaged, weakened body. The Argent Hammer now lies cold, its test successful. Hayden speaks...*
>
> *"It worked. You have become weaker."*

If the demons ensure that the test was a failure by disabling the device, the following narration is more appropriate:

> *Just then, the golden pulse of the device begins to sputter and the mechanical thrum of the test chamber gives way to a loud, metallic grind that winds down before everything goes dark. Sparks and black smoke erupt from the conduits above*

> *the pillar as the room is bathed in the harsh blanket of crimson hazard lights. It seems your efforts to sabotage the Argent Hammer were successful. Hayden speaks...*
>
> *"Our time is up. You may have slowed our progress — but I won't have you standing in our way."*

THE DOOM Slayer ARRIVES

Once the characters have witnessed the results of Dr. Samuel Hayden's test run of the Argent Hammer, they're joined by a familiar helmeted face who will prove to be their toughest adversary in this adventure. At this time, a medium-sized spacecraft — piloted by none other than the DOOM Slayer himself — crashes into the side of the Argent Hammer Development Bay.

Interrupt whatever action might be taking place and read the following:

> *Hayden's metallic voice breaks the silence once more. "Ah, this is interesting..."*
>
> *All of a sudden, the entire facility seems to jolt beneath the weight of a mighty impact. The room is filled with smoke and debris, and bits of red rock from the mesa above crumble into the chamber. Everything goes dark around you as silence falls. A moment later, a shaft of light pierces the room from a doorway opposite you, illuminating the outer shell of what appears to be some sort of spacecraft that has crashed into the northwestern side of the station.*
>
> *You see a humanoid figure exit and descent from the wreckage, step by deliberate step. The masculine form is clad in a familiar suit of Praetor armor — a helmet obscures his face,*

bearing a familiar mark across the brow. Here, having crashed into Armaros from beyond Earth's atmosphere, the DOOM Slayer has returned. The immortal Hell Walker, the bane of all demons, has arrived.

As the Slayer pulls back and reaches for his chain gun, Dr. Samuel Hayden turns to you.

"This is delightfully unexpected. Well, I'll leave you to your... doom."

Hayden laughs as he presses a button on the console and all of the chamber doors open — including a new one behind him. The good doctor retreats into the shadows and the door closes behind him.

Now, it's just you and the DOOM Slayer. Roll initiative!

At this time, Dr. Samuel Hayden will use the secret passage marked on the Armaros Station map to move from the Argent Hammer Development Bay to the Flammable Materials Storage room at Area 5. From there, he will fall back to the Teleporter Relay Terminal at Area 4 and attempt to escape the facility altogether. During Hayden's retreat, all interior doors and blast doors in Armaros Station slide open — including the doors in Area 14.

DOOM Slayer Tactics. The DOOM Slayer has one mission and one mission alone: destroy all demons. During his crusade against the demons of Armaros Station, be sure to showcase the variety of classic DOOM weapons that the Hell Walker has at his disposal. As any fan of this legendary FPS series can attest, DOOM's trademark arsenal of face-melting sci-fi armaments is part of the fun. The prowess of the DOOM Slayer is legendary, and he will pursue the demon char-

acters to the ends of the Earth. Any attempts the players make at escape or survival should be met with harrowing — yet narratively compelling — difficulty.

Game Over, Man. Following the arrival of the DOOM Slayer, there are relatively few ways for the adventure to conclude. More than likely, the DOOM Slayer will stalk the demons through the facility in a fun and glorious fight to the death. If your players prove mettlesome, here are a few ways that they can creatively turn the tide to "succeed" in their mission for Daeg Grav:

- **Destroy the facility.** The characters can make creative use of the hazardous elements found in the Toxic and Flammable Materials Storage rooms or overload the Argent Energy generators. If these volatile chemicals and technology are compromised, it could very well raze the entire facility during a nuclear meltdown. Sure, the demons themselves will be killed in the explosion as well; but they would both temporarily disable the DOOM Slayer and succeed in destroying Armaros Station for the Hell Priests.

- **Trap the DOOM Slayer.** Following a successful game of cat-and-mouse, wily characters could potentially lure the DOOM Slayer back onto his own ship with some clever footwork and hurl him back into space. Any character who succeeds on a successful **DC 15** Intelligence check is able to dial in the controls necessary to launch the ship back into orbit.

- **Repurpose the teleporter.** Industrious characters could feasibly rework the

Teleporter Relay Terminal at Area 4 to teleport the DOOM Slayer into an area where he can cause less carnage. Reprogramming the teleporter will most likely require the unwilling assistance of one of the ARC personnel stationed at the relay. Any character who succeeds on a **DC 18** Charisma (Intimidation) check manages to coerce the ARC worker into reprogramming the teleporter, which is functional again in 1d2 rounds. Alternatively, any character who succeeds on a **DC 20** Intelligence check is able to rework the controls themselves, but it takes 1d4+2 rounds for the teleporter to come back online. If the players are able to force the DOOM Slayer onto the teleporter, they can use an action to activate the reprogrammed teleporter and transport him away from the Station.

⊕ **Turn Armaros Station into a Gore Nest.** If the characters manage to locate and identify the Demon Artifact in the Armory (Area 7), they can potentially install the Hellish device and convert Armaros Station into a Gore Nest. Not only would this portal to Hell serve as a means of escape for the characters themselves, it would also allow them to summon additional demons to aid them in their battle against the Hell Walker and his ARC allies. Any character who succeeds on a **DC 16** Arcana check is able to identify the Demonic Artifact and its purpose. Once identified, the Demonic Artifact itself can be activated following a successful **DC 16** Wisdom check. After being activated, the Artifact will successfully turn into a Gore Nest after 1D4+2 rounds.

ADDITIONAL DOOM MISSIONS

Who says the action has to stop here? Below, you'll find a few plot hooks and other narrative ideas to help kickstart your own *DOOM Eternal* RPG adventures.

Coalition Safe House Spree. The demon player characters of *DOOM Eternal* manage to repurpose the Armaros Station teleporter for their own infernal aims, which includes the systematic invasion of critical ARC facilities on Earth — and beyond.

Escape from Sentinel Prime. The demon player characters of *DOOM Eternal* are forced to battle in the Arena on Sentinel Prime under the cruel yolk of the Hell Priests. Here, they compete with each other (as well as an assortment of other Hellish denizens not featured in this module) for the perverse glory of Daeg Grav and his Order of the Daeg.

All Hell Breaks Loose. The demons of the *DOOM Eternal* universe are summoned by the conjurers and necromancers of a more traditional 5e campaign setting to wreak havoc in your home game. Presented as NPCs or simply mindless bruisers, the demons of BATTLEMODE would make formidable fiendish opponents for any mid-level party of fantasy adventurers.

Appendices

APPENDIX A: DEMON
CHARACTER SHEETS

DOOM

ARCHVILE		
DEMON NAME	DEMON TYPE	PLAYER NAME

Ability Scores

STRENGTH +2 (14)

DEXTERITY -1 (9)

CONSTITUTION +4 (18)

INTELLIGENCE +5 (20)

WISDOM +1 (12)

CHARISMA +3 (16)

SAVING THROWS

- ○ +2 Strength
- ○ -1 Dexterity
- ● +7 Constitution
- ● +8 Intelligence
- ○ +1 Wisdom
- ○ +3 Charisma

ARMOR CLASS

12

CURRENT HIT POINTS

/ 90

TEMPORARY HIT POINTS

SKILLS

- ○ -1 Acrobatics (Dex)
- ● +8 Arcana (Int)
- ○ +2 Athletics (Str)
- ● +6 Deception (Cha)
- ○ +5 History (Int)
- ○ +1 Insight (Wis)
- ● +6 Intimidation (Cha)
- ● +8 Investigation (Int)
- ○ +5 Nature (Int)
- ○ +1 Perception (Wis)
- ● +6 Persuasion (Cha)
- ○ +5 Religion (Int)
- ○ -1 Sleight of Hand (Dex)
- ○ -1 Stealth (Dex)
- ○ +1 Survival (Wis)

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
Rolling Fire	+8	1d6 + 5 fire dmg
Lake of Fire	--------	1d12 fire dmg per round

Rolling Fire - range (30/60 ft) - As an Action, you can attack with this weapon twice.

Lake of Fire - range (30 ft) - As an Action, you can cause the ground to become fiery lava in a 20 ft radius, centered on a point within 30 ft of you. Any creature that enters or begins their turn in this lava suffers 1d12 fire damage. This lava lasts for 1 minute.

Flame Wall - As an Action, you create a wall of fire in a space within 30 feet of you. The wall is 15 ft long, 15 ft tall, and 1 ft wide, lasting as long as you maintain concentration, or 1 min. Enemies and hostile weapons cannot pass through this wall.

INITIATIVE -1

SPEED 20

FEATURES & TRAITS

Fire Resistance - All fire damage you take is halved.

Teleport - As a bonus action, you can teleport 15 feet into an unoccupied space you can see. If you use this feature, you can't use it on your next turn.

Demon Summon - range (self) - As an action, you summon 1d4+2 lesser demons, or 1 medium demon. These summoned demons act immediately, and on your initiative on subsequent turns. Once you use this feature, it can't be used again until you finish a short rest.

LESSER DEMON
HP: **6** *AC:* **12**
Saving Throw: **+1**
Speed: **30 ft**
1 Attack: **+3 to hit, 1d4+1 damage**

ADVANCED DEMON
HP: **25** *AC:* **16**
Saving Throw: **+3**
Speed: **30 ft**
2 Attacks: **+5 to hit, 1d8+3 damage**

REST DICE

Total 8d10

1d10+4

DEATH SAVES

SUCCESSES ○○○
FAILURES ○○○

EQUIPMENT

DOOM

MANCUBUS

DEMON NAME	DEMON TYPE	PLAYER NAME

STRENGTH
+4
18

DEXTERITY
+1
12

CONSTITUTION
+5
20

INTELLIGENCE
-1
8

WISDOM
+1
13

CHARISMA
O
11

SAVING THROWS
- ● +8 Strength
- ○ +1 Dexterity
- ● +8 Constitution
- ○ -1 Intelligence
- ○ +1 Wisdom
- ○ O Charisma

ARMOR CLASS
17

CURRENT HIT POINTS
/100

TEMPORARY HIT POINTS

SKILLS
- ○ +1 Acrobatics (Dex)
- ○ -1 Arcana (Int)
- ● +8 Athletics (Str)
- ○ O Deception (Cha)
- ○ -1 History (Int)
- ○ +1 Insight (Wis)
- ● +5 Intimidation (Cha)
- ○ -1 Investigation (Int)
- ○ -1 Nature (Int)
- ● +5 Perception (Wis)
- ○ O Persuasion (Cha)
- ● +3 Religion (Int)
- ○ +1 Sleight of Hand (Dex)
- ○ +1 Stealth (Dex)
- ● +5 Survival (Wis)

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
Heavy Cannon	+5	1d10 + 1 fire dmg
Flame Throwers	DC 15	3d10 + 4 fire dmg

Heavy Cannon - range (30/60 ft) - As an Action, you can attack with this weapon twice.

Flame Throwers - range (15 ft cone) - As an Action, all creatures within the cone must succed on a DC 15 Dexterity saving throw or suffer 3d10 + 4 fire damage, or half on a success.

Smoke Bomb - range (self) - As an action, you heavily obscure the area around you in a 20 foot radius, lasting until the end of your next turn. While the smoke lasts, you and your allies can see obscured enemies within the smoke. Once this is used, it can't be used again for 1 minute.

INITIATIVE
+1

SPEED
30

REST DICE
Total 8d12
1d12+5

DEATH SAVES
SUCCESSES ○○○
FAILURES ○○○

FEATURES & TRAITS

Fire Resistance - All fire damage you take is halved.

Infernal Leap - You have extremely powerful leaping capabilities, allowing you to jump up to 30 feet vertically, and 10 foot forward. However, you cannot attack while in the air.

Demon Summon - range (self) - As an action, you summon 1d4+2 lesser demons, or 1 medium demon. These summoned demons act immediately, and on your initiative on subsequent turns. Once you use this feature, it can't be used again until you finish a short rest.

LESSER DEMON
HP: **6**   *AC:* **12**
Saving Throw: **+1**
Speed: **30 ft**
1 Attack: **+3 to hit,**
1d4+1 damage

ADVANCED DEMON
HP: **25**   *AC:* **16**
Saving Throw: **+3**
Speed: **30 ft**
2 Attacks: **+5 to hit,**
1d8+3 damage

EQUIPMENT

DOOM

MARAUDER

| DEMON NAME | DEMON TYPE | PLAYER NAME |

STRENGTH +3 / 16

DEXTERITY +3 / 16

CONSTITUTION +2 / 14

INTELLIGENCE +1 / 13

WISDOM +3 / 16

CHARISMA +1 / 12

SAVING THROWS
- ○ +3 Strength
- ● +6 Dexterity
- ○ +2 Constitution
- ○ +1 Intelligence
- ● +6 Wisdom
- ○ +1 Charisma

ARMOR CLASS
16

HIT POINTS
/ 60 CURRENT HIT POINTS

TEMPORARY HIT POINTS

SKILLS
- ● +6 Acrobatics (Dex)
- ○ +1 Arcana (Int)
- ● +6 Athletics (Str)
- ○ +1 Deception (Cha)
- ○ +1 History (Int)
- ● +6 Insight (Wis)
- ○ +1 Intimidation (Cha)
- ○ +1 Investigation (Int)
- ○ +3 Nature (Int)
- ● +6 Perception (Wis)
- ○ +1 Persuasion (Cha)
- ○ +1 Religion (Int)
- ○ +3 Sleight of Hand (Dex)
- ● +6 Stealth (Dex)
- ○ +3 Survival (Wis)

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
Infernal Axe	+6	1d12 + 3 slash dmg
Hellfire Shotgun	+6	2d10 + 3 fire dmg

Infernal Axe - Melee or range (15/30 ft) - As an Action, you can attack with this weapon twice in melee, or once if thrown.

Hellfire Shotgun - range (15 ft) - As an Action, you can attack with this weapon once. If your target is within 5 feet of you, you deal an additional 1d10 fire damage.

Wolf Summon - range (self) - As an action, you conjure a demon wolf that senses and stalks a target you choose. When it reaches your target, it explodes and the target takes 2d6 fire damage. Once you use this feature, it can't be used again for 5 minutes.

INITIATIVE +3

SPEED 40

FEATURES & TRAITS

Fire Resistance - All fire damage you take is halved.

Dash - As a bonus action, you can move your speed.

Double Jump - When jumping, you can jump a second time while in mid air. Your jumps can travel 10 ft forward and 10 ft vertically each.

Demon Summon - range (self) - As an action, you summon 1d4+2 lesser demons, or 1 medium demon. These summoned demons act immediately, and on your initiative on subsequent turns. Once you use this feature, it can't be used again until you finish a short rest.

LESSER DEMON
HP: **6**   AC: **12**
Saving Throw: **+1**
Speed: **30 ft**
1 Attack: **+3 to hit,**
1d4+1 damage

ADVANCED DEMON
HP: **25**   AC: **16**
Saving Throw: **+3**
Speed: **30 ft**
2 Attacks: **+5 to hit,**
1d8+3 damage

REST DICE
Total **8d8**
1d8+2

DEATH SAVES
SUCCESSES ○○○
FAILURES ○○○

EQUIPMENT

DOOM

PAIN ELEMENTAL

| DEMON NAME | DEMON TYPE | PLAYER NAME |

STRENGTH
+2
14

DEXTERITY
-1
8

CONSTITUTION
+3
16

INTELLIGENCE
O
15

WISDOM
+4
18

CHARISMA
+1
12

SAVING THROWS

- ○ +2 Strength
- ○ -1 Dexterity
- ● +6 Constitution
- ○ O Intelligence
- ● +7 Wisdom
- ○ +1 Charisma

SKILLS

- ○ -1 Acrobatics (Dex)
- ○ O Arcana (Int)
- ○ +2 Athletics (Str)
- ○ +1 Deception (Cha)
- ○ O History (Int)
- ● +7 Insight (Wis)
- ○ +1 Intimidation (Cha)
- ○ O Investigation (Int)
- ○ O Nature (Int)
- ● +7 Perception (Wis)
- ○ +1 Persuasion (Cha)
- ○ O Religion (Int)
- ○ -1 Sleight of Hand (Dex)
- ○ -1 Stealth (Dex)
- ● +7 Survival (Wis)

13 ARMOR CLASS

/ 74
CURRENT HIT POINTS

TEMPORARY HIT POINTS

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
Lost Soul	+7	2d8 + 4 necrotic dmg
Soul Shield Projectile	DC 16	Necrotic dmg = Temp HP

Lost Soul - range (60/120 ft) - As an Action, you can attack with this weapon once.

Soul Shield Projectile - range (120 ft) - As an Action, you fire your soul shield at a target, losing your temp HP. They must succeed on a DC 16 Dexterity saving throw or suffer necrotic damage equal to the temp HP lost, or 1/2 dmg on a success.

-1 INITIATIVE

25 (fly) SPEED

| Total | 8d10 |
| 1d10+3 |
| REST DICE |

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

FEATURES & TRAITS

Fire Resistance - All fire damage you take is halved.

Soul Shield - As an Action, you create a barrier of souls, granting you 3d8 + 8 temporary hit points. Temporary hit points do not stack.

Demon Summon - range (self) - As an action, you summon 1d4+2 lesser demons, or 1 medium demon. These summoned demons act immediately, and on your initiative on subsequent turns. Once you use this feature, it can't be used again until you finish a short rest.

LESSER DEMON
HP: **6**   *AC:* **12**
Saving Throw: **+1**
Speed: **30 ft**
1 Attack: **+3 to hit,**
1d4+1 damage

ADVANCED DEMON
HP: **25**   *AC:* **16**
Saving Throw: **+3**
Speed: **30 ft**
2 Attacks: **+5 to hit,**
1d8+3 damage

EQUIPMENT

DOOM

REVENANT

DEMON NAME	DEMON TYPE	PLAYER NAME

STRENGTH
0
(10)

DEXTERITY
+5
(20)

CONSTITUTION
+1
(12)

INTELLIGENCE
+2
(14)

WISDOM
+2
(14)

CHARISMA
+1
(12)

SAVING THROWS

- ○ __0__ Strength
- ● __+8__ Dexterity
- ○ __+1__ Constitution
- ○ __+2__ Intelligence
- ● __+5__ Wisdom
- ○ __+1__ Charisma

SKILLS

- ● __+8__ Acrobatics (Dex)
- ○ __+2__ Arcana (Int)
- ○ __0__ Athletics (Str)
- ● __+4__ Deception (Cha)
- ○ __+2__ History (Int)
- ○ __+2__ Insight (Wis)
- ○ __+1__ Intimidation (Cha)
- ○ __+2__ Investigation (Int)
- ○ __+2__ Nature (Int)
- ● __+5__ Perception (Wis)
- ○ __+2__ Persuasion (Cha)
- ○ __+2__ Religion (Int)
- ○ __+5__ Sleight of Hand (Dex)
- ○ __+5__ Stealth (Dex)
- ○ __+2__ Survival (Wis)

ARMOR CLASS
18

CURRENT HIT POINTS
/ **51**

TEMPORARY HIT POINTS

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
Shoulder Rocket	+8	1d6 + 5 fire dmg
Rocket Barrage	+5	1d6 + 5 fire dmg

Shoulder Rocket - range (90/180 ft) - As an Action, you can attack with this weapon twice.

Rocket Barrage - range (90/180 ft) - As an Action, you can fire a volley of six shoulder rockets, but you must remain still your entire turn to do so. Once this is used, it can't be used again for 5 minutes.

INITIATIVE
+5

SPEED
40
(30 fly)

REST DICE
Total __8d8__
1d8+1

DEATH SAVES
SUCCESSES ○—○—○
FAILURES ○—○—○

FEATURES & TRAITS

Fire Resistance - All fire damage you take is halved.

Afterburner Dash - You can use a bonus action to use the Dash action (move your speed again). Once you use this feature twice, it can't be used again for 1 minute.

Demon Summon - range (self) - As an action, you summon 1d4+2 lesser demons, or 1 medium demon. These summoned demons act immediately, and on your initiative on subsequent turns. Once you use this feature, it can't be used again until you finish a short rest.

LESSER DEMON
HP: **6** *AC:* **12**
Saving Throw: **+1**
Speed: **30 ft**
1 Attack: **+3 to hit, 1d4+1 damage**

ADVANCED DEMON
HP: **25** *AC:* **16**
Saving Throw: **+3**
Speed: **30 ft**
2 Attacks: **+5 to hit, 1d8+3 damage**

EQUIPMENT

APPENDIX B: THE DOOM SLAYER

THE DOOM SLAYER

Medium Humanoid

Armor Class 19 (Praetor Suit)
Hit Points 200
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Strength +8, Constitution +8
Skills: Deception +9, Intimidation +9, Perception +5, Stealth +7
Damage Resistances everything
Condition Immunities blinded, charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, Abyssal, Infernal
Challenge 10 (5,900 XP)
Legendary Resistance (3/day). If the DOOM Slayer fails a saving throw, he can instead choose to succeed instead.

Badass Incarnate. If the DOOM Slayer starts his turn with 0 hit points, he regains 2d8 hit points.

Glory Kill. Whenever the DOOM Slayer kills a demon with a melee attack, he heals 4d8 hit points and gains 2d8 temporary hit points. If the death blow was with a chainsaw, he instead heals 2d8 hit points, gains 2d8 temporary hit points, and refills all ammunition.

ACTIONS

- **Multiattack.** The DOOM Slayer makes 3 melee attacks, or two ranged attacks.

- **DOOM Blade.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 1d10 + 6 slashing damage.

- **Chainsaw.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 2d6 + 6 slashing damage.

- **Combat Shotgun.** Ranged Attack: +7 to hit, range 15/30 ft, one target. Hit: 2d10 + 3 piercing damage.   O O O O O

- **Plasma Rifle.** Ranged Attack: +7 to hit, range 30/60 ft, one target. Hit: 3d6 + 3 plasma damage. O O O O

- **Ballista.** Ranged Attack: +7 to hit, range 120/360 ft, one target. Hit: 2d12 + 5 plasma damage.   O O

- **Chaingun.** Ranged Attack: range 30 ft. cone, all creatures within the cone must make a **DC 14** Dexterity saving throw or take 6d4 piercing damage, halved on a success.   O O

LEGENDARY ACTIONS

The DOOM Slayer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The DOOM Slayer regains spent legendary actions at the start of his turn.

- **Melee Reposte.** The DOOM Slayer makes a DOOM Blade or Chainsaw attack.

- **Slayer Dash.** The DOOM Slayer can dash 20 feet without triggering attacks of opportunity.

- **Quick Shot.** The DOOM Slayer makes a Combat Shotgun or Plasma Rifle attack.

- **Absorb Argent Energy (2 actions).** The DOOM Slayer siphons nearby Argent Energy (if any) to gain 5d8 + 5 temporary hit points.

Appendix C: ARC NPCs

ARC HEAVY FRAME BATTLE-MECH

Huge construct

Armor Class 18 (pilot 20)
Hit Points 75 (pilot 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	20 (+5)	10 (0)	14 (+2)	11 (0)

Skills: Perception +5, Stealth +4
Damage Resistance fire
Senses passive Perception 15
Languages Common
Sturdy. The mech has advantage on rolls to avoid being knocked prone.
Targeting System. The mech has advantage on attack rolls with ranged weapons.

ACTIONS

- **Multiattack.** The mech makes 2 attacks.

- **Slam.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 1d12 + 5 bludgeoning damage. If the target is a creature, it must succeed on a **DC 15** Strength saving throw or be knocked prone.

- **Plasma Cannon.** Ranged Weapon Attack: +4 to hit, range 60/180 ft., one target. Hit: 2d6 + 5 plasma damage.

ARC MARINE

Medium Humanoid

Armor Class 13
Hit Points 26
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	10 (0)	11 (0)	13 (+1)

Saving Throws Strength +5, Constitution +6
Skills: Athletics +5, Intimidation +4
Senses passive Perception 10
Languages Common

ACTIONS

- **Melee.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+2 bludgeoning damage.

- **Burst Rifle.** Ranged Attack: +6 to hit, range 60/180 ft., one target. Hit: 1d10 + 2 piercing damage.

- **Melee.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+3 bludgeoning damage.

- **Burst Rifle.** Ranged Attack: +6 to hit, range 60/180 ft., one target. Hit: 1d10 + 3 piercing damage.

DR. SAMUEL HAYDEN

medium construct, unaligned

Armor Class 17
Hit Points 110
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	20 (+5)	17 (+3)	13 (+1)

Damage Resistances fire
Damage Immunities poison, psychic
Condition Immunities frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Defensive Shield Matrix (Recharge 4-6). When the doctor is hit with an attack, he can use his reaction to gain a +5 bonus to his **AC** against that attack.

ACTIONS

- **Multiattack.** The doctor makes two melee attacks.

- **The Crucible.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d12 + 6 slashing damage.

ARC MARINE COMMANDER

Medium Humanoid

Armor Class 15
Hit Points 40
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Strength +6, Dexterity +6, Wisdom +6
Skills: Athletics +5, Intimidation +4, Perception +6
Senses passive Perception 16
Languages Common
Coordinated Attacks. When the Marine Commander makes an attack, they can order another Marine within 30 feet to make an attack as a reaction.

ACTIONS

- **Multiattack.** The Marine Commander makes 2 attacks.

APPENDIX D: NEW ITEMS

STIMPACK
(ARC MILITARY MEDICAL DEVICE)

Wondrous item, common

As an action, you or a creature of your choice within 5 feet of you regains 2d8 + 2 hit points. When used, this device is destroyed.

MEDKIT
(ARC MILITARY MEDICAL DEVICE)

Wondrous item, uncommon

As an action, you or a creature of your choice within 5 feet of you regains 4d8 + 4 hit points. When used, this device is destroyed.

ARGENT DAMPENER
(ARC MILITARY GRENADE)

Weapon (grenade), uncommon

As an action, you throw this device at a target up to 60 feet away, forcing them to make a **DC 15** Dexterity saving throw. On a failure, the target is unable to utilize or absorb any Argent energy for 1d4 rounds.

ADHESIVE EMP GRENADE
(ARC MILITARY GRENADE)

Weapon (grenade), uncommon

As an action, you throw this device at a creature or object up to 60 feet away. If the target is a creature, they must make a **DC 15** Dexterity saving throw. On a failure, any electronic devices within 10 feet of the target are temporarily disabled for 1d4 turns. Electronic door locks are unlocked and Mechs are stunned for the duration. This has no effect on Argent technology.

ARC ARTILLERY SHELLS

Weapon (improvised grenade), common

Improvised weapons. Artillery shells can be detonated as the target of ranged attacks (**AC 15**) or thrown up to 30 feet (**DC 12** Strength check); any character within 15 feet of a detonated shell takes 3d6 piercing damage (**DC 12** Dexterity save for half damage), and has disadvantage on attacks and skill checks until the end of their next turn.

DATAPAD

Wondrous item, uncommon

This small, metallic tablet features an illuminated screen that displays five rows of strange human markings. While you are holding this datapad, you can use an action to access any of the following echo recordings with a successful **DC 15** Intelligence (Investigation) check:

- ARC Lead Director Samuel Hayden (Echo Recording 1)
- Armaros Energy Systems Manager Franklin Bell (Echo Recording 2)
- Safety Supervisor Carl Ingberd, January 5th (Echo Recording 3)
- Safety Supervisor Carl Ingberd, January 12th (Echo Recording 4)
- Science Officer Angela Driggs (Echo Recording 5)

Alternatively, you can use an action to damage the datapad and play a random echo recording. Roll 1d6 to determine which of the five recordings is played (re-roll any result of 6). The datapad can only be damaged three times like this before it breaks and no longer functions. In addition, the datapad can be used as a remote device for accessing any computer console in the Armaros Station Comms Center.

APPENDIX E: ECHO RECORDINGS (AUDIO LOGS)

"Science Officer Angela Driggs, April 16th, 2151: With the ever-growing destruction of the demonic hordes sweeping across the planet, peak mobility is one of our most crucial utilities. Having just completed the Teleportation Relay here in Armaros not but a month ago, I'm rather frustrated that the surges of Argent Energy have been mixing the instruments. We've only had one mishap where a general was mis-ported off-world instead of their intended base. And while I've narrowed it down to the red relay crystal above the pod being somewhat loose, I'm hoping our makeshift fix is enough to keep things running as intended."

"Safety Supervisor Carl Ingberd, January 5th, 2150: I'm continuously miffed at how precariously stored and restrained our volatile materials are being kept throughout the facility. Overhead platforms held by supports that are under code, exposed waste with deadly levels of poison only one accident away from tragedy... I feel like my reports are just vanishing into the ether. I'm going to bring up the poor placement of our combustible fuel stores to the Director in hopes of seeing some change around here."

"**Safety Supervisor Carl Ingberd,** January 12th, 2150: Well... I have been terminated from my duties. Fine. A.R.C. can kiss my ass. When shit hits the fan, I'm gonna send a strongly-worded 'I told you so' echo recording!"

ECHO RECORDING 2: Armaros Energy Systems Manager Franklin Bell

"**Armaros Energy Systems Manager Franklin Bell,** April 29th, 2151: The development of the Argent Hammer is progressing slower than anticipated, and Director Hayden is not pleased. The Lead Director has demanded the Argent Plasma Generators be pushed beyond their safety thresholds, which leaves me anxious. We've occasionally amplified their output in recent months, but such surges have me worrying if we push any further. Should we push all three too far, we risk a catastrophic meltdown."

ECHO RECORDING 1: ARC Lead Director Samuel Hayden

Personal log, Dr. Samuel Hayden, ARC Lead Director, May 15th, 2151. The demonic invasion is gaining ground every day. We cannot afford to waste any more time. Should the three generators be at near full potential, the Argent Hammer will be ready for testing soon. And should my theories be correct, we may have a means of shifting the tides of this planet-wide biocide into our favor. It is my mission, it is my duty, to send the Dark Lord and his demonic children right back to Hell. End transmission."

DOOM

Credits

Written by: Christopher Lockey, Matthew Mercer

Development: Ivan Van Norman

Based on *DOOM (2016)* and *DOOM Eternal* by id Software and Bethesda

Cartography: Matthew Mercer, et al.

Layout: Christopher J. De La Rosa

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